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11

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- Europa
- Speedball 2
- Rodland
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2 MEGA DEMOS!

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PITFALL II

LIGHTFORCE

POWER PACK

PLUS 2 DEMOS!

SWITCHBLADE

OVER THE NET

Yep. You've guessed it. Someone has removed your covertape and put it somewhere for safe keeping. Just ask the newsagent for it nicely – but don't leave the shop without it!

TERMINATOR 2

DEAD GOOD OR WHAT?

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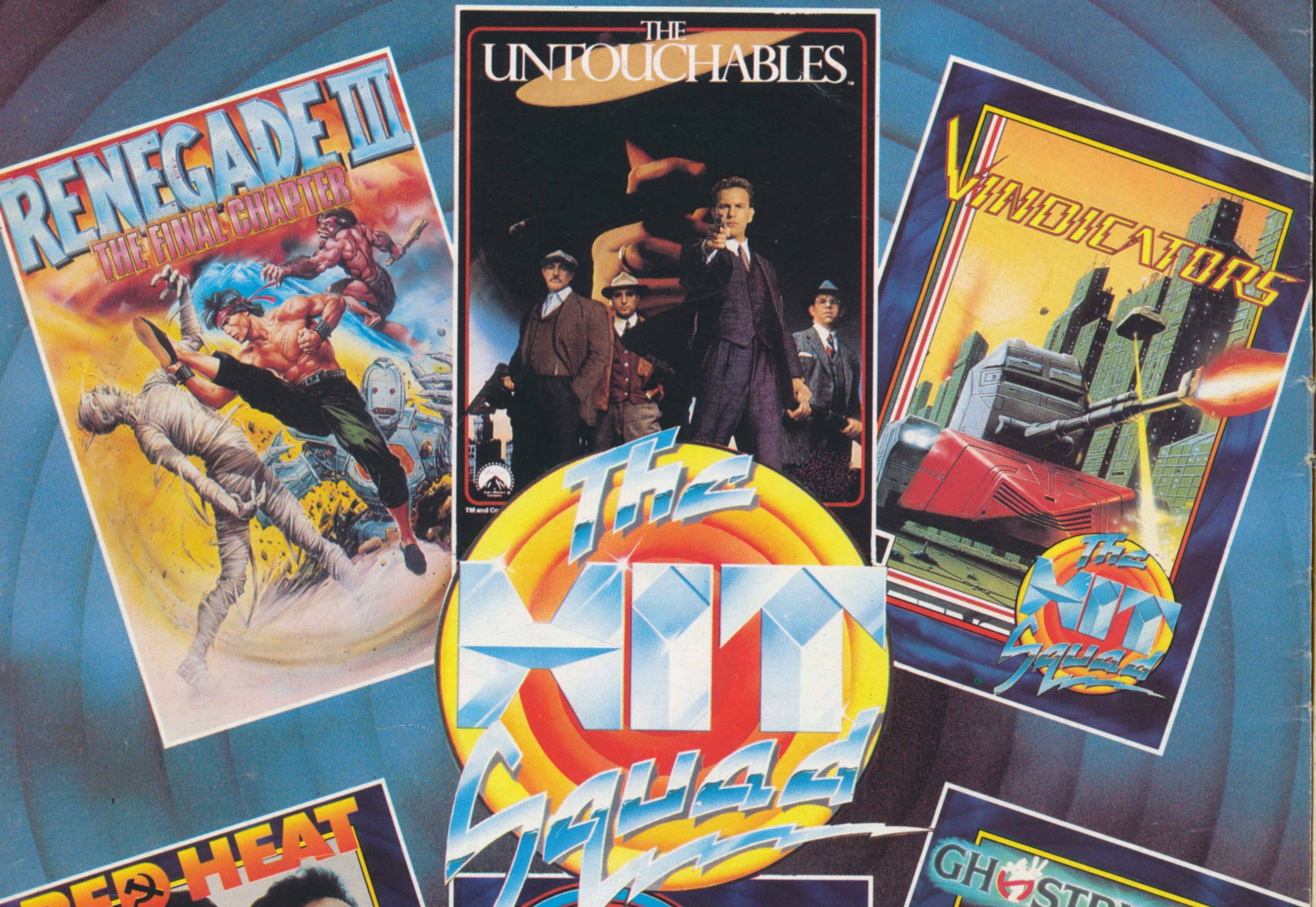
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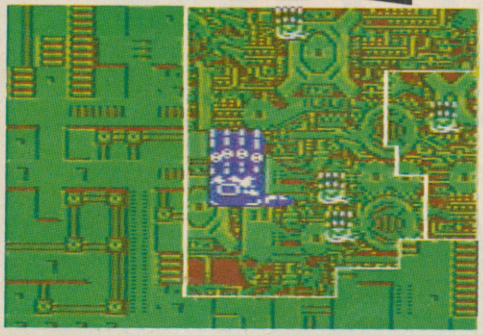
The software situation heats up. We grab a batch of the latest scorchers set to keep you in the shade and put the heat on, till they're

POWERTESTED!

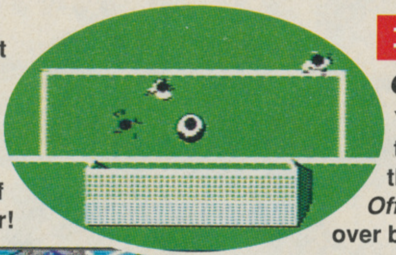


31 MERCS
US GOLD

Blimey if an ex-American president has gone and been kidnapped. The job is to get him back off the Zutulan revolutionaries. But is worth it?

20 VOLFIED
EMPIRE

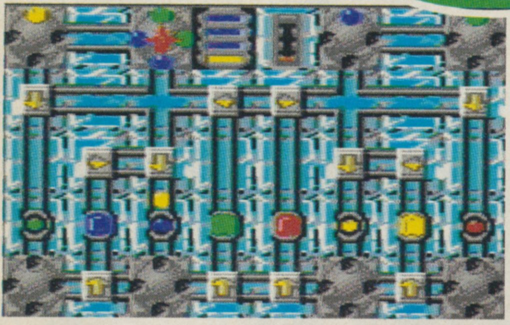
Blazing a trail that's hot on the heels of its predecessor, this second generation Mega*Qix* squares up to the challenge and comes out of our PowerTest a Corker!



ENGLAND
GRANDSLAM

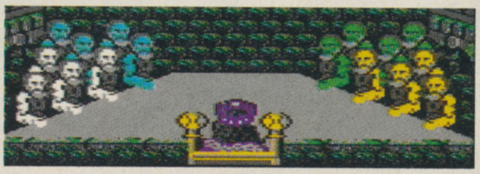
47

Yet another challenger threatens Anco's top-of-the-league *Kick Off 2* but it'll all be over before extra time.



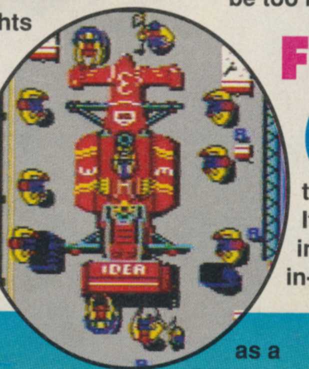
32 BETRAYAL
MICROPROSE

When the most exciting thing to come to town is the plague, you have to start thinking about what you want out of life. The throne, perhaps? Or is it all going to be too much trouble?



44 LOGICAL
RAINBOW ARTS

Get stuck at the traffic lights and lose your bearings – ball bearings that is. This new mechanical puzzler could prove to be tumblin' fun. But from the look of it, you're going to have your work cut out for you. Ah well...



F1GP CIRCUITS
64
IDEA

Get into the driving seat of the latest racer to chase the chequered flag and find out if Italian game designers Idea are taking you for a ride. Lap up our in-depth Formula 1 PowerTest.

POWER PACK

OVER THE NET
LINEL

Play a full set of action packed sand kickin' volleyball in a demo where it never rains.

SWITCH BLADE
GREMLIN

Drop down into the depths of the Undercity as a Bladeknight seeking the shattered Fireblade. Get a good idea of what you might be getting into with this mega demo.

PITFALL II
ACTIVISION

David Crane's classic Activision arcade adventure finally features on our tape. Find the cursed Raj Diamond, Quickclaw the cat – oh, and Harry's cousin Rhonda. The Lost Caverns await.

LIGHTFORCE
FTL

This one's for frustrated shoot 'em up fans *(wait a minute – shoot 'em up fans are all frustrated – Ed)*. Look out: this is one helluva blast!

Commodore!
2 COMPLETE GAMES!
PITFALL II
LIGHTFORCE
POWER PACK
PLUS 2 DEMOS!
SWITCHBLADE
OVER THE NET
Gremlin • Linel • Activision • Hewson

GAMES

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Terminator 2 by Paul Kidby.

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Win a Dr Who costume and copies of *Exile*.

52 BUMPER TO BUMPER
Two hot summer compilations specially PowerTested. Domark goes Freescape with *Virtual Worlds*. Ocean offer you an injection of energy with *Power Up*.

REGULARS

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It's feedin' time for your datacorder

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Incoming!

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A nightmare for Roger Frames

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66 NEXT MONTH
What's coming soon and who's won our *Hero Quest* competition

QUICK START

FULL GAMES

PITFALL 2

Make sure your walking stick is plugged in to port one before setting out on your gold-gathering quest. Move left and right and press fire to jump over holes and enemy creatures. Push up or down to climb or descend ladders. Earn points by collecting gold bars and try to reach the red restart crosses. The caverns await. Explore!

LIGHT FORCE

Joystick in port two please. Press the fire button three times to start the slaughter. Then move left, right, up and down while hammering that fire button! Shoot everything and try not to get blown up, eh?

DEMOS

SWITCHBLADE

Force your fireblade in port two and press fire twice. To punch or kick, tap the fire button; to unleash a big kick, hold the fire button until the power bar fills up, and then release. Climb up and down the ladders, smash brickwork and explore as far as you can!

OVER THE NET

Slide your ball belter in slot two and tap the keyboard. Guide your player around using the joystick and press fire when you want him to hit the ball. Make sure he's standing on or near the ball's shadow for an effective shot. You've got one set in which to make your mark on the opposition so play to win!

BIG PROBS!

But what if disaster strikes? What if your tape refuses to cough up the code and doesn't load? You check all the connections and the head alignment on your cassette unit and it still refuses to load. Whaddaya do?

Here's what: you pop the tape in a jiffy bag (keep the box, you'll need it when you get your replacement), enclose a stamped addressed envelope and send it to:

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Harcourt,
Halesfield 14,
Telford,
Shropshire TF7 4QD.

PLEASE DON'T SEND YOUR TAPE TO THE *COMMODORE FORMAT* OFFICE!

11 POWER PACK

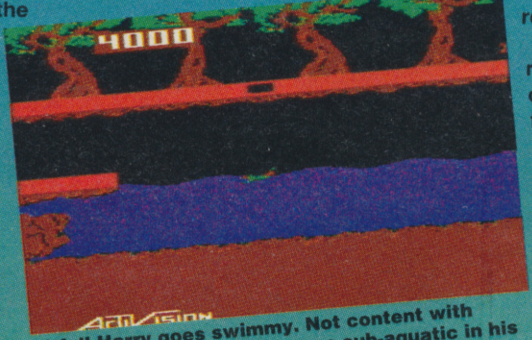
PowerPack 11 is here, and what a blast from the past it is, with classic oldies **Pitfall 2** ***and*** **Lightforce.** ***Mind you, we've also got brand newies in the shape of*** **Over The Net** ***and*** **Switchblade** ***demos. Anyway, it's flippin' fab***

PITFALL II

Activision

This classic David Crane oldie from Activision places you in peril in Peru, as Pitfall Harry – adventurer par excellence, gold digger and all-round jungle hipster. In this sequel to the original *Pitfall*, Harry has three main tasks: to rescue his lost niece, ravishin' Rhonda; liberate poor pussy, Quickclaw the cat; collect the cursed Raj diamond, and gather as much gold as he can carry. Er... four tasks: rescue Rhonda, save Quickclaw, get the Raj diamond and collect loads of gold. Yep.

Harry starts off with 4000 units of energy and, well, that's it. No hat, no bullwhip, nothing. Harry is guided left and right and can be made to jump by pressing the fire button. You can use Harry's gymnastic talents to leap over holes in platforms and to avoid the nasties that inhabit the Peruvian jungle.

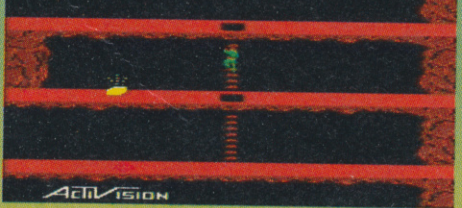


Pitfall Harry goes swimmy. Not content with falling down pits, he also goes sub-aquatic in his never-ending quest for gold bullion!

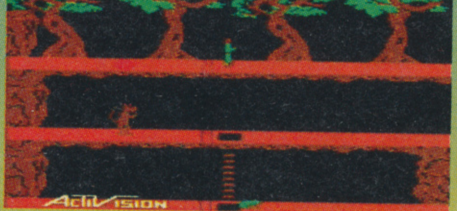
Your first step is to explore the landscape, find some glistening gold bars (for extra energy) and locate the nearest restart point (a red cross). If Harry makes contact with one of the jungle beasties, he loses energy and is sent all the way back to the last red cross he touched. He might have to go back quite a distance, but at least Harry doesn't have to start his mission again from the very beginning once he's touched another restart cross.

When you reach a ladder, you can climb on from the side by standing on the edge of the hole and pushing diagonally up (at least, it works for us!). You can then scurry up and down the rungs like a man possessed. If, however, you attempt to grasp a ladder and instead find yourself plummeting earthwards at high speed, keep pushing towards the nearest ledge. Harry slowly edges sideways and will eventually land on a platform.

Harry is pretty impervious to bouts of 'falling from high places' and 'staying



Ah-ha! There's gold in them thar – er... platforms. Directly below is a red restart cross which Harry returns to if he is hit by a nasty



The very start of the game. The creatures below are a stonking great rat and a green jumpy frog (which is tough to get past)

OVER THE NET

Linel

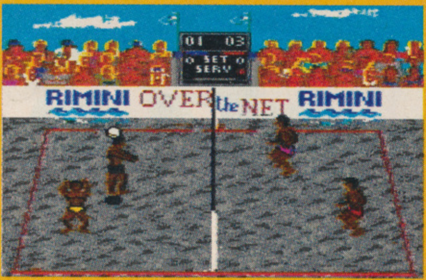
"Shouting out around the world are you ready for a brand new beat!

"Summer's here and the time is right, for standing outside and getting thoroughly soaked 'cos it's the crappest summer since 3,000 BC when the sun's rays were blotted out by huge amounts of volcanic activity!"

Oh well, we might not be able to lie outside without catching hypothermia, but at least we can still indulge in some nice summery sports with our trusty 64. Linel's new volleyball simulator *Over The Net* boasts sizzling two-player beach-balling action and we've got a nice little taster for you to get your teeth into.

The demo only lasts for one full set, so when either team reaches 15, the demo bombs out completely. Still, this gives you plenty of time to suss out the opposition and give them a good thrumping. Maybe.

The rules are pretty straightforward: you have to play for serve and only score on service balls, just like tennis. Your team member is guided around by the computer, so you know who to blame when he smacks it outside the court!



Bump, set, spike and all that gubbins. Basically, get that ball thing over the net and let the other team worry about it...

underwater for long periods of time'. So don't worry if H drops off a platform or has to go swimming. Having grasped the basics of Peruvian exploration, the next step is probably to start mapping the beast, since the playing area is BIG! You can bet your life that Rhonda, Quickclaw and the Raj gem will take a fair bit of finding. Good luck!

KEYS

F1 – Give up this quest and start again from the beginning
RUN/STOP – Toggle pause during play

SWITCHBLADE

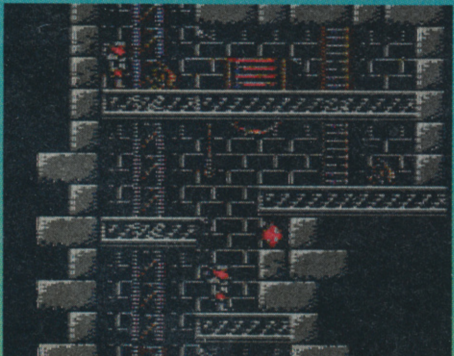
Gremlin

More cheery thanks to Gremmers for knocking up a playable demo of *Switchblade*. Old misery guts Dyer only gave it 78% last issue, but this little snippet of action should be enough to let you know if you like it or not.

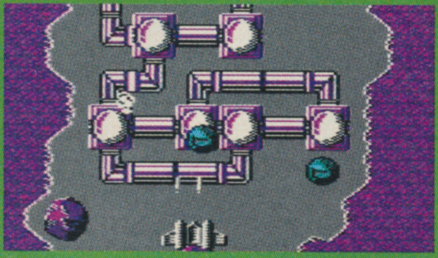
Anyway, to business.Your play the hero, Hiro – last of the legendary Bladeknights on a mission into the Undercity of Thraxx to recover the 16 segments of the shattered Fireblade. Er... well you would be if this were the full game. In this exclusive demo you play Hiro on a mission to have a good wander round for a few minutes. There are only a dozen or so rooms so when you've gone down far enough the demo just stops.

At first, Hiro plummets down a stairwell an lands on a platform, with stars whizzing round his head. A creepy spikelice is heading right for him, so press and hold the fire button to build up a power kick – then let the little bug have it.

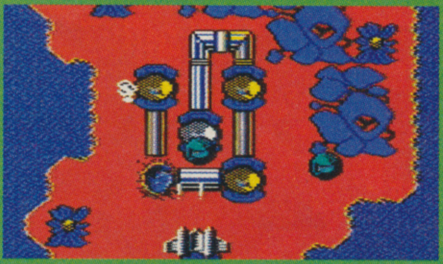
From here you can move downwards using ladders, and explore left and right through doorways (represented by a vertical red strip) or by smashing smashable blocks (these are grey and have more than the normal number of cracks). Other than that, just watch out for baddies (including proximity-sensing floorspikes and crestheads) and have a good rummage around.



Hiro's first few faltering steps into the subterranean city of Thraxx. Watch out for smashable blocks and materialising meanies



Lightforce is a classic oldie shooty from FTL. This is one of the later levels (which you'll probably never see, 'cos it's hard!)



This radar station on level two is easy cannon-fodder – well, it would be if it wasn't for the hordes of enemy attack craft...

LIGHTFORCE

Faster Than Light

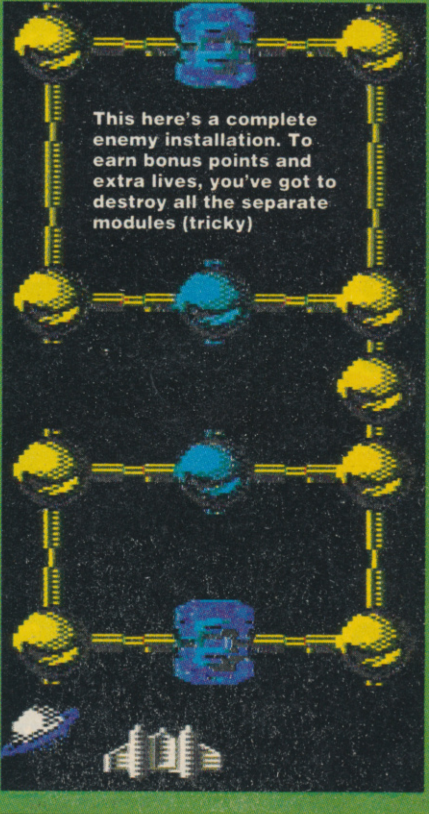
There is some weedy plot about a distress call from Regulus, but let's ignore that. *Lightforce* is a shoot 'em up – pure an' simple. All you have to do to ensure long life and happiness is to blast the living daylights out of anything that moves and most of the stuff that doesn't.

As well as an army of attacking ships and asteroids you'll also come across enemy installations. To pick up a hefty bonus (and occasionally an extra life hidden in the rubble) you have to blast all the individual modules in the installation; a task quite demanding enough, we think.

That's about it really. Shoot everything, try not to die, and enjoy yourself. And when you've finished, you can even have fun with the unusual high score table!

KEYS

F1 – Toggle music/sound effects
F3 – Toggle pause mode
F5 – Abort mission



This here's a complete enemy installation. To earn bonus points and extra lives, you've got to destroy all the separate modules (tricky)

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

FULL PRICE GAMES

👍 GOING UP 👎 GOING DOWN ✋ STAYING STILL

1	**SUPREMACY** Virgin	Well, what a surprise! Who would have thought that you lot would like this. We loved it with a Corking 95%!	NE
2	**DIZZY COLLECTION** Code Masters	Going nowhere fast. The ever popular Egg Dude clings on at number two despite containing *Fast Food*	✋
3	**BIG BOX** Beau Jolly	That old chestnut from BJ. This mammoth compilation is pretty good value (but does have some stinky games)	👍
4	**VIZ** Virgin	Typical! Put a 'Not for sale to children' label on the box and everyone buys it. We gave it 58% so steer clear	✋
5	**CREATURES** Thalamus	Clyde copped for 91% and hit the number one spot. Every creature has his day – and his has been and gone	👍
6	**BACK TO FUTURE 3** Mirrorsoft	Marty and the Doc have dropped to slot six, but are still doing well. 81% we gave it, and that's about right	👎
7	**TEENAGE TURTLES** Mirrorsoft	They're mean green and on the way out. With 70% the game wasn't half bad, but roll on *Turtles 2*!	👎
8	**POWER UP** Ocean	Ocean's spiffy compilation stays still. *Turrican, Rainbow Islands, Altered Beast* and others. Gosh!	✋
9	**SHADOW DANCER** US Gold	*SD* just missed a Corker with 89% but is one of the best Ninja coin-op convos around. Straight in at nine	NE
10	**SUPER MONACO GP** US Gold	Nice racing action – but not enough of it. Still, 78% was obviously enough to persuade you of its potential	👍
11	**M-P SOCCER MANAGER** D&H	It looks like you've beaten us to it! *M-PSM* scores a measly 40% in this very issue, so it's too late for some	NE
12	**FISTS OF FURY 2** Virgin	Blimey, it's back into the spotlight for this slightly naff compilation. 55% was all it could muster	RE
13	**LAST NINJA 3** System 3	Oh dear, perhaps the day of the Ninja is drawing to a close. Even *CF*'s 97% can't guarantee a long chart-life	👎
14	**GOLDEN AXE** Virgin	What an excellent arcade conversion this was. We gave it 88%. That must be why it's still here six months later	✋
15	**H'WOOD COLLECTION** Ocean	Plenty of action in this movie-based compilation, but the four games are all looking a bit aged now	👎
16	**ENGLAND** Grandslam	No gameplay to speak of and a painful multi-load rewarded the *England* team with just 23%. Don't buy it	NE
17	**ROBOCOP 2** Ocean	With a 90% *CF* rating, this cracking cart game has proved popular but is still on the slide...	👎
18	**F16 COMBAT PILOT** DI	Yep. It's *that* flight sim again, but it's dropped another place this month, so could be it arrividerci nex' munf'?	👎
19	**LOTUS ESPRIT TURBO** Gremlin	The best 64 racing game to date. Split screen action, ultra-fast graphics and a Corking 90%. Go for it!	👎
20	**FUN SCHOOL 3** Europress	Good heavens – an educational package! This one's for the over sevens, and jolly good it is too	NE

BUDGET GAMES

1	MAGIC LAND DIZZY Code Masters	■
2	QUATTRO CARTOON Code Masters	NE
3	DRAGON NINJA Hit Squad	▼
4	MULTIMIXX 1 Kixx	▲
5	PAPERBOY Encore	▼
6	DOUBLE DRAGON Mastertronic	▼
7	CJ'S ELEPHANT ANTICS Code Masters	▼
8	KWIK SNAX Code Masters	RE
9	QUATTRO ADVENTURE Code Masters	■
10	CAVEMANIA Atlantis	NE

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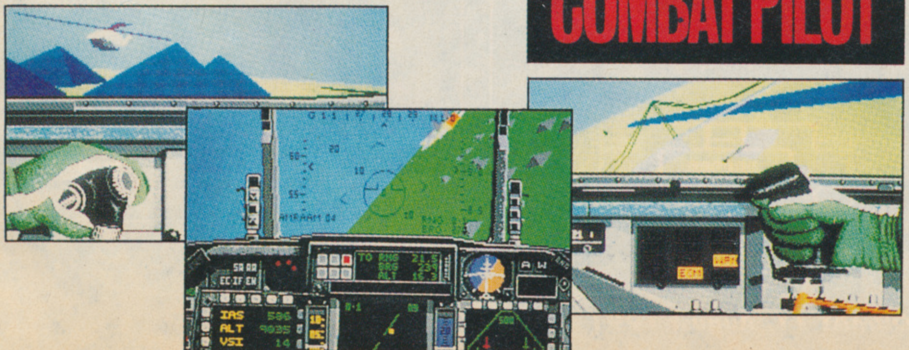
'The mix between action and realism is terrific'
– ACE rated 952 – Advanced Computer Entertainment.

'F-16 Combat Pilot wins hands down'
– 5 star game – New Computer Express.

F-16
COMBAT PILOT

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.



Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.

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'F-16 Combat Pilot is a milestone in C64 programming - a true achievement'
- 88% - Your Commodore.

Big Arnie is back. But this time, thanks to a little bit of reprogramming, he's on the goodies' side. The new blockbuster movie – which, they would have us believe, has cost a staggering $105 million! – has Arnold Schwarzenneger reprising his role as the T800 Terminator unit. Directed by James Cameron (Terminator, Aliens, The Abyss) this sequel takes off about ten years after the original movie ended. Sarah Connor, the erstwhile heroine from the first film, has ended up in the loony bin, unable to cope with her exclusive knowledge of the world's future. Her street-wise ten-year-old son leads the life of an... er... street-wise ten-year-old.

Anyway, the plot is a) ludicrously complex and b) a bit secret. So, in the spirit of not giving the game away, here's a skeleton version of the game

EARLY
WARNING!

There are barely enough pixels on our early warning scanner (p19) to warn you of everything the software companies have aimed at your C64. But one thing is for certain, it's going to be an autumn offensive. If that sounds bad, remember – it's still better than having an offensive autumn...

TERMINAT

LEVEL ONE

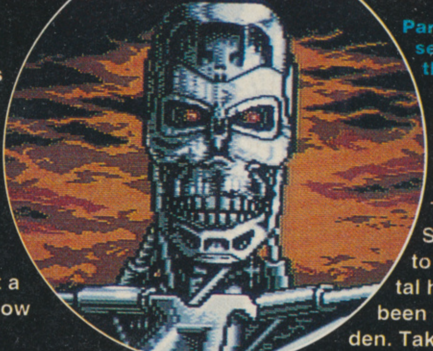
Having failed to bump off Sarah Connor the first time round, the machines decide to send a new improved T1000 Terminator unit back in time to kill John Connor instead. Level one features a one-on-one beat 'em up where Arnie (aka a T800 unit reprogrammed by the rebels and sent back to protect young Johnnie C) faces up to the T1000 disguised as a policeman. This takes the form of an *IK*-style punch out with hu-u-uge characters (63 pixels by 96 pixels and made up of 12 expanded sprites apiece: six hi-res overlay and six multicolour underlay).

LEVEL TWO

Having saved John from the advances of the T1000, there follows a mad chase through one of those big storm drain thingies, with young John on his Honda, Arnie on a Harley Davidson and the T1000 in a stonking great Mack truck. This vertical scrolling section places you in charge of young John on his Honda, as he attempts to out-run the Terminator and avoid getting squished by the approaching masonry. All the graphics for this section went a bit funny so we can't show you it. Sorry.

LEVEL THREE

Survive the cycle chase and Arnie has to carry out some field repairs. This consists of a sliding tile puzzle game in which you must re-connect the wire tendons in the T800's arm. Don't worry if you muck it up – this is only for bonus energy and doesn't have to be completed in order to continue with the game.



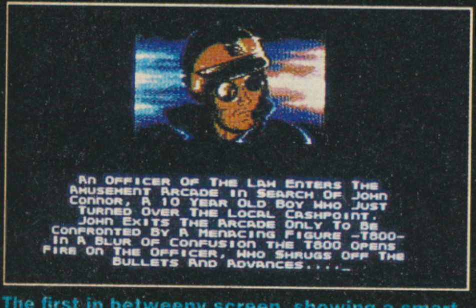
Part of the wondrous intro sequence, copied from that of the movie

LEVEL FOUR

The action now cuts to Sarah as she attempts to break out of the mental hospital where she has been kept by a cruel warden. Taking the beat 'em up theme of the first level, it also incorporates two-way scrolling as Sarah explores the corridors and uses elevators to move from floor to floor.

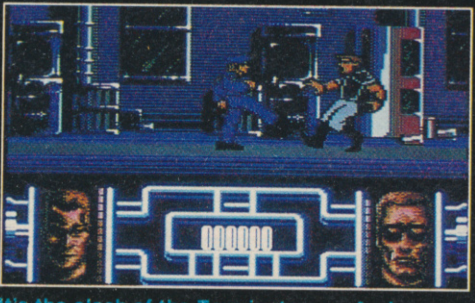
LEVEL FIVE

Following a spectacular end to the chase sequence, Arnie and John make their way to the hospital, just in time to meet Sarah. Unfortunately, the T1000 is still in tow and

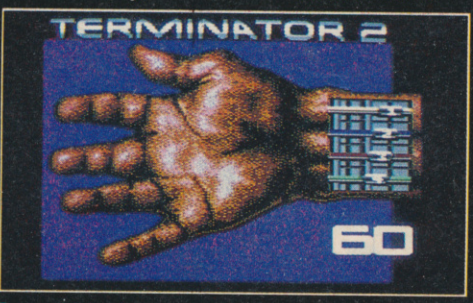


An Officer Of The Law Enters The
Amusement Arcade In Search Of John
Connor, A 10 Year Old Boy Who Just
Turned Over The Local Cashpoint.
John Exits The Arcade Only To Be
Confronted By A Menacing Figure -T800-
In A Blur Of Confusion The T800 Opens
Fire On The Officer, Who Shrugs Off The
Bullets And Advances...._

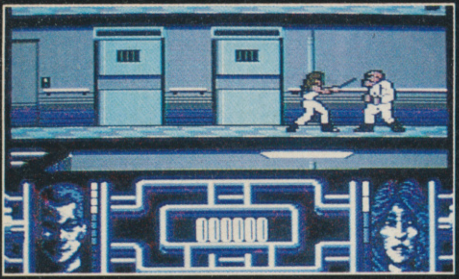
The first in betweeny screen, showing a smart graphic of the disguised T1000. There are about 14 of these little piccies to drool over



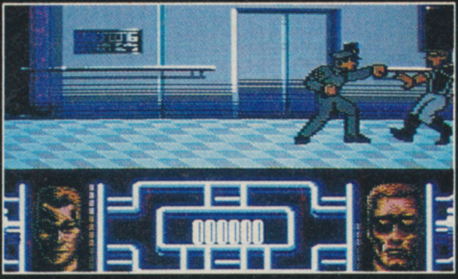
It's the clash of the Terminators as Arnie attempts to kick level one's cop-shaped T1000 into the middle of next week



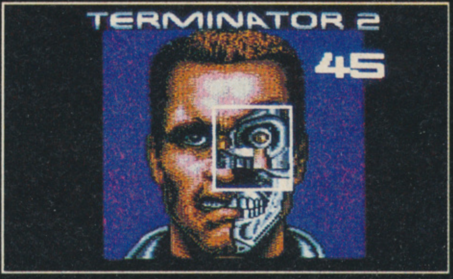
Poor old Arnie gets a bit beaten up and has to stop for some cyborg DIY. Level three's slidey puzzle looks amazingly similar to this



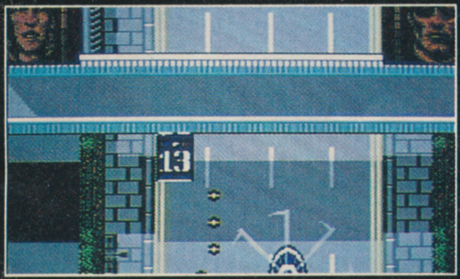
Here Sarah tries to escape from the loony hotel just in time...



... to take a ringside seat as the two Terminators battle it out for a second time!



John reprograms Arnie – you rebuild his mush. Tile slider number two



This vertical scroller has you steering the SWAT van *and* fending off a chopper attack!

We can't show the later scenes, but here's an inter-level pic (without the scrolly text, ha!)

TOR 2

appears at the hospital in the disguise of a security guard. Cue another beat 'em up section as Arnie has to combat the Terminator once more.

LEVEL SIX

After defeating the T1000 yet again John shows some anxiety regarding Arnie's violent tendencies. Arnie in turn explains how he can be re-programmed to learn certain instructions: toggle a few DIP switches in his memory chip and you can then instruct him not to actually kill anyone else (he'll just go around shooting people in the legs instead). This is represented by another sliding puzzle game in which you must re-construct Arnie's face before the timer zeroes out. Again, this is only a bonus round – the more you complete, the more energy you gain.

LEVEL SEVEN

This is where the finer details of the plot starts getting a bit clever, and we don't want to give away the whole story so we'll be nice and vague about these last few scenes. Level seven is a multi-way scroller similar to level four, in which our chum Arnie has to escape from the Cyberdyne labs (ooh! Bit of a hint there!) and runs the gauntlet of rampaging SWAT members.

LEVEL EIGHT

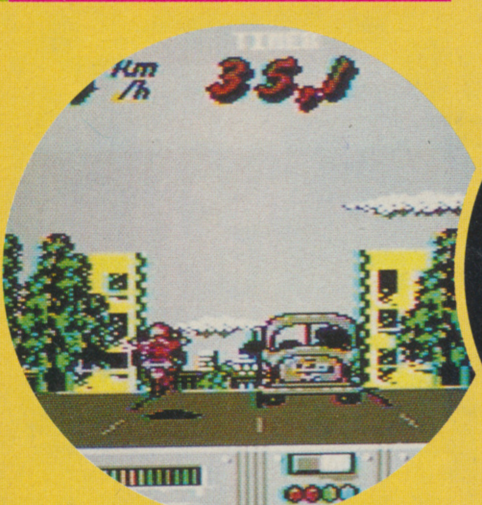
Another vertical scroller, this time the good guys (and gal) have seconded a SWAT truck and are pegging it down the highway at high speed. The T1000 (yep, they haven't bumped him off just yet) is in hot pursuit in a stolen chopper, courtesy of SWAT yet again! This section has an intriguing control method where you must steer the truck between parked cars and road works, while trying to shoot down the helicopter. The gun sight sways back and forth as you steer (to simulate Sarah in the back of the truck) and you just hammer the fire button whenever chopper and gunsight meet up.

LEVEL NINE

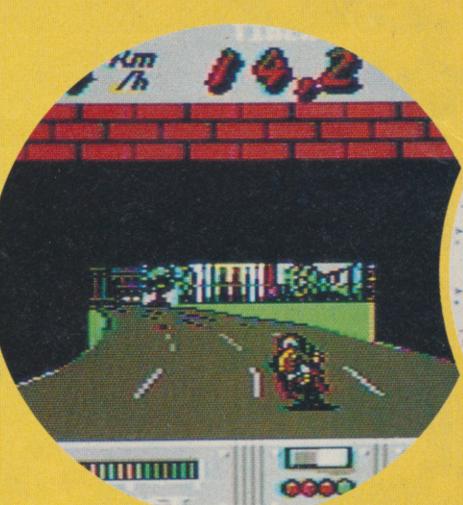
This is it: the final showdown. It's not really giving much away to tell you that Arnie and the T1000 have a one-on-one to finish the game off. However, as well as the punching and kicking, there is something on screen that you must do to secure the downfall of this practically invincible android.

And there you are. None the wiser, but ever-so-ready to get your paws on what could well be the closest film licence to date. None of what we've seen looks particularly original but it all ties together neatly, is very smooth and looks gorgeous. We'll be PowerTesting its little cotton socks off ASAP! Terminator 2 is released in cinemas on August 16th.

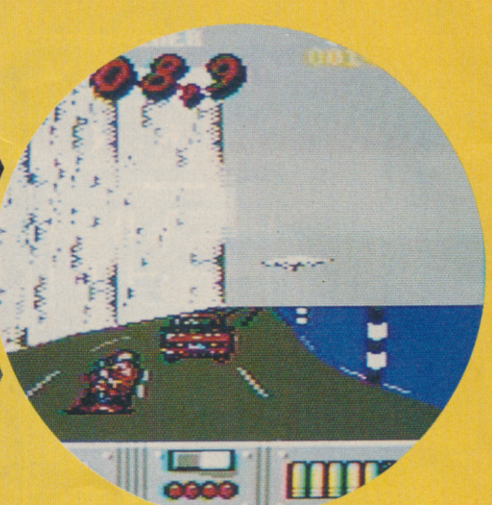
Big A is back in the most expensive movie of all time. And from what we've seen and heard, it could be one the most stonkingest action flicks of all time, too!



Burning through the English countryside, our agent takes a hillock at high speed and leaves the road!



Under a motorway bridge (sort of thing). You can even see the scenery on the other side. Neat, huh?



Speeding past the white cliffs of Dover. This segment is particularly well done, and looks pretty realistic (for a C64)

OUT R EURO

***CF** recently caught up with the latest road racer doing a cool 110 mph down an autobahn in a hot Ferrari, so we waved it down for a spot check. 'Excuse me sir, can I see your licence? **Out Run**? Ah, that'll do nicely...'*

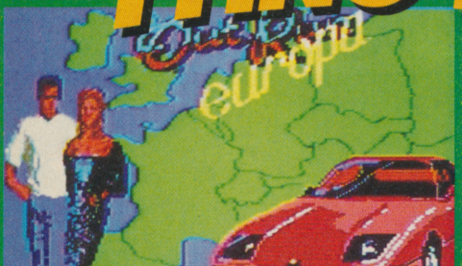
The name *Out Run* has become one of the legends of computer and video gaming. The original Sega coin-op came out in 1986, and was followed by US Gold's C64 coin-op convo which appeared in January '88. Coded by Dennis Webb of 'Amazing Products' the Commy version was… OK (just) but nevertheless won loads of awards. It also sold over 50,000 units on 64 alone, promptly stormed up the charts and set up permanent residence at the number one slot.

The coin-op was sequelled in 1988 when Sega's *Turbo Out Run* hit the 'musies. Boasting a variety of level scenics and different weather conditions, *Turbo* proved just as popular as its predecessor. The C64 version followed suit in December '89 (courtesy of Mark Kelly of Probe Software) and was even more highly acclaimed than was the original.

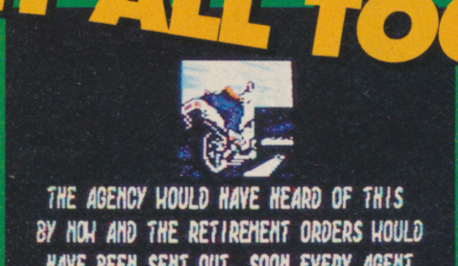
The *Out Run* name appeared again in May of last year, when *Battle Out Run* – a *Chase HQ* clone – appeared for the Sega Master System console. No C64 version was produced but *Out Run* itself was introduced to a new generation of C64 owners when the original was re-released on the Kixx label in November last year.

Now the latest chapter of the *Out Run* story, *Out Run Europa,* has been written, by Probe again. Don't go looking for the coin-op, though, because *Europa* is actually an original game developed especially for home computers and is merely based on *Out Run*'s racing theme. Not only that, but *Europa* could even make the original look a bit limp…

TYING IT ALL TOGETHER

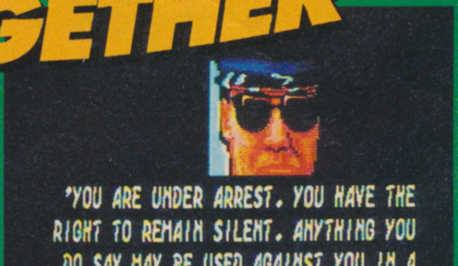


Here's the intro screen, with Europe in the background. Hence the name, Out Run… er… Europa. S'pose



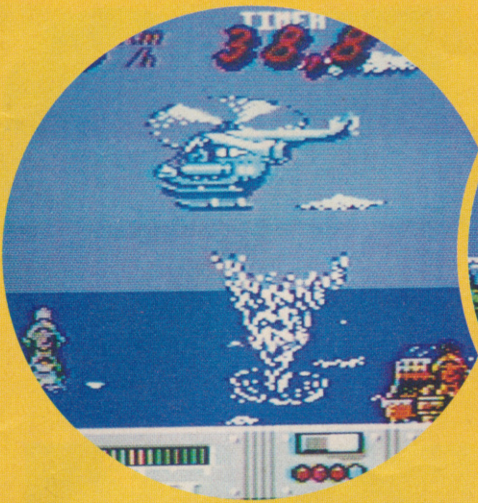
THE AGENCY WOULD HAVE HEARD OF THIS BY NOW AND THE RETIREMENT ORDERS WOULD HAVE BEEN SENT OUT. SOON EVERY AGENT IN EUROPE WILL BE ON MY TRAIL.

As our agent hero makes his way across Europe, in-betweeny pictures and messages keep the plot rolling along

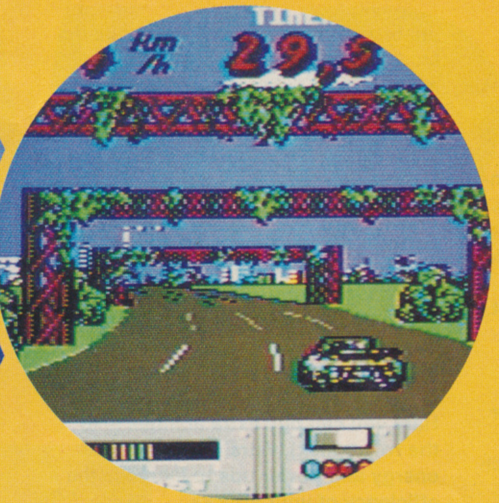


"YOU ARE UNDER ARREST. YOU HAVE THE RIGHT TO REMAIN SILENT. ANYTHING YOU DO SAY MAY BE USED AGAINST YOU IN A COURT OF LAW. WE GOT YOU!"

Eventually your luck runs out and the rozzers (police, that is) feel your collar. Looks like porridge for you, sunbeam…



Jetskiing over to France would be fun if it wasn't for the constant bombardment from stonking great attack choppers!



Dans Français, son hero avéz nicked un Porsche – une smart motor and non error petite. Tut! Il est un lad, n'est-pas?

RUN OPA

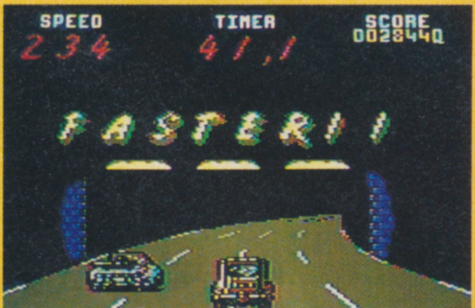
The straightforward pedal-to-the-metal gameplay has been replaced with a proper storyline, in which you play a high-powered agent whose briefcase full of secrets has been stolen. You immediately set off in hot pursuit of the thieves. But you're up against it right from the outset: the authorities in this country think you've nicked the documents, so they're out to kill you, while the bad guys you're after want to kill you as well. Looks like being a pretty bad day all round.

The journey takes you across Europe and puts you at the controls of a variety of motorised machines including a motorbike, jetski, and speedboat, not to mention one or two rather snazzy sportscars. Each level is set in a different location and in-betweeny screens link it all together.

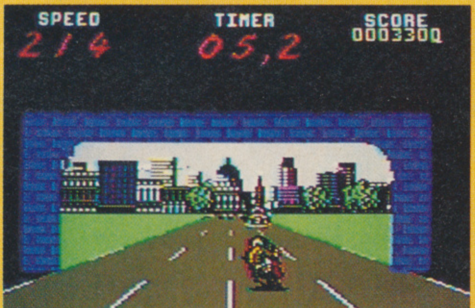
Starting from London, you steal a motorbike and burn rubber down to Dover, passing the towering white cliffs as you reach the coast. An unattended jet-bike provides your means of crossing the channel until you hit France (literally). Your list of felonies then stretches to making off with someone's Porsche for a swift screech through the French countryside.

Following a brief jaunt down to Barcelona (that's in Spain, Dum-dum) you board a speedboat for more waterborne warfare as you cross the Mediterannean en route to the Italian coast. And would you believe it? Someone has left their Ferrari F40 with the keys in the ignition!? Never one to look a black horse in the mouth, you swipe this beauty too. Ensuring that its legitimate owner never catches sight of it again, you drive it through Italy, into Switzerland and across the Alps into Germany where your mission ends and you retrieve your briefcase (and get thrown in jail for stealing about a million pounds' worth of hardware).

The game features tunnels, hills and dips, plenty of huge roadside scenics, recognisable enemy vehicles and a stonking series of tunes and sound effects by Dutch maestro Jeroen Tel (alias Maniacs Of Noise, alias The Sonic Circle). *Out Run Europa*'s heavy-duty high speed action will be making its *CF* debut next issue, and should hit the shops soon.



One of the more impressive aspect of *ORE* is the tunnels which are pretty realistic and do twist and turn like twisty, turny things



Having reached the end of this tunnel, not only have you ended up in GB, but your Porsche has turned into a bike. Erm...

SNIPPETS

Peter Weller as Robocop. Now, thanks to Ocean and Probe Software, the tin copper will be hitting your 64 for a third time...

ROBOCOP 3

The word on the streets is that *Robocop 3* (with the movie in production as we speak) *is* going to be happening on the 64. It's going to be another cart-only game and Probe are doing the coding. We have reason to believe that this is going to be the best of the bunch so far, so tune in next month for more details!

EXILE

Sorry, we can't mention *Exile* in the snippets, because we've already reviewed it. *Exile*, *Exile*, *Exeil*. Phew, we got away with it...

BLUES BROS

Titus have scooped the licence to produce a game based on that rather odd movie featuring Dan Aykroyd and the late James Belushi. Yes, folks, that ultimate cult movie (which means that most people really hate it) *The Blues Brothers* is about to hit the loading screen. The exploits of Jake and Elwood are being converted into a *Super Mario Bros*-style platform romp. John Landis' movie cost $33 million and no-one went to see it. Let's hope Titus fare better in this mini-remake.

"Evr'ybahdy... needs sumbahdy. Ev'rybahdy... needs sumbahdy to lurv! I said you, you, you... Said you, you, you... Er, etc"

CAPTAIN PLANET

Hands up anyone who's watched the Saturday morning cartoon shows, *Captain Planet* (ten hands all touch the floor in the *CF* offices). Well,

He's green, mean and on the screen. Yes, it's the turtley environmentally friendly super hero, Captain Planet.

DOUBLE DRAGON III

STORM

They're back! And this time they're bringing their... er no, perhaps not. Billy and Jimmy of *Double Dragon* fame have been away for two long years finishing their martial arts training (or at least, that's what they say).

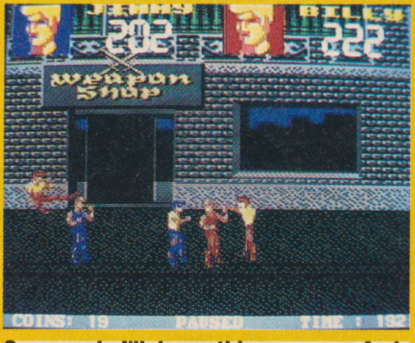
On their subsequent return they met up with a crusty old hag who told them they must recover the three Rosetta Stones and then go to Egypt. Why? Well mainly because that is where they can find the world's strongest enemy. And thus we have the perfect, if somewhat naff, plot for *Double Dragon III*.

The structure of the game is much the same as the previous offerings. There are five levels which take place in America, China, Japan, Italy and Egypt in that order. Each level scrolls horizontally and has an end of level toughie. On the last level there are two Big Baddies on separate screens for that extra bit of challenge. So is this going to be as disappointing as its predecessors? Possibly not.

For a start the graphics have changed. Gone are the cartoony sprites, to be replaced by more realistic fighting chaps. And whereas in *DDII* there were only two enemies on screen at once, now there are four. In this game there are four or five different enemy types on each level, like the Mud Monsters who can detach their arms and fire them at you or the Tree Demons who... well, who knows exactly what they'll do.

Furthermore, the Dragon brothers have developed some interesting abilities. In two player mode you can perform a back-to-back, whirling rotary kick, an amusing little move that would look more at home in Michael Jackson's *Moonwalker* than *Double Dragon III*. They can also do really flash somersaults.

The icing on the cake is the shop. Here you can buy extra abilities (like the rotary kick), extra lives, weapons, energy and power ups to increase the efficiency of your attacks.



Sure, yeah, I'll do anything you say. And if anybody asks any awkward questions I'll show them your passport photo

ROD

STORM

Billed as 'a game so cute it'll make you puke', *Rodland* is indeed a very cute conversion of a Jaleco coin-op. In brief, the plot goes like this.

Tam and Rit are two little fairy folk whose mother has been spirited away and locked up at the top of Maboot's Tower. So with their Rainbow shoes on and their Rods of Sheesanomo (*bless you – Ed*) in hand they're off to rescue her.

The forty levels in the game don't scroll or anything but sit neatly on a single screen. Each of these screens contains a collection of platforms and ladders and, more importantly, your enemies.

In *Rodland*, your enemies are just as cute as the heroes *but they are not to be pitied*. Should one get too near, you have to activate your rod, press fire repeatedly and bash their brains out against a platform.

There were two original coin-ops, one of which was less frequently seen but which contained extra bits of sprite animation. The sharks cried, the monkeys went cross eyed and such likes. Fortunately this is the one

TERMIN
JUDGME
OCE

DLAND

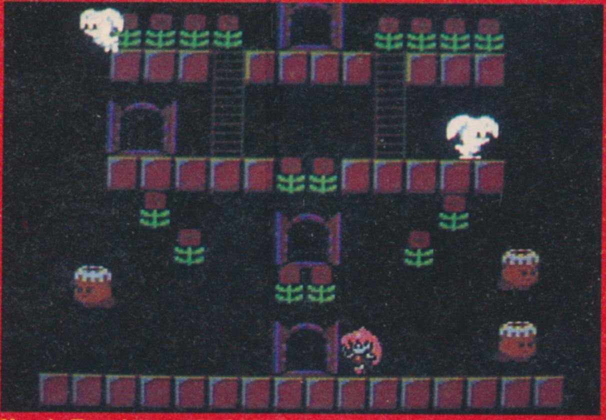
that is appearing as a conversion and not only that but there are nine more levels than in the coin op itself.

Another improvement over the original is in the enemies' movement patterns. In the coin op each enemy type moved in the same way by trying simply to home in on you. In the conversion, five brand new movement routines have been written to spice up the gameplay. This is understandable as we've played the coin-op and, to be honest, it did seem a trifle easy.

There are bonuses too, like the sticks of dynamite and missiles, to be collected. These aren't always reachable though, so you have the handy ability of creating ladders as and when you need them. This is also useful for avoiding enemies. On top of all this, two people can play simultaneously... hurrah!

There's little more to say about the graphics other than they're neat, they're cute and they're right here in this preview so have a look for yourselves.

You can expect to see it in the shops in September, but I'd nip out and buy next month's *CF* first. It's almost guaranteed to contain the full review – and a playable demo!



Here's Tam (or maybe it's Rit – to be honest it's hard to tell), looking cute enough to make you puke, as promised. Well, let's hope the game doesn't have the same effect

Mindscape have and they were so impressed with this ecologically sound superhero, that they bought the licence. Tony Crowther (*Suicide Express, Zig Zag, Bombuzal*) is credited with the design, and rumour has it that the man himself will be coding the 64 versh. Biffo or what?

HUDSON HAWK

Bruce Willis stars in the new major motion picture Hudson Hawk: an 'absurdist, unconventional comedy' (urgh). It's been written by Willis, stars Willis and boasts spiralling production costs fuelled (so the movie mags say) by inter-personal problems and a special effects budget used to remove obvious signs of balding Bruce's scalp from the film footage! We'll give you three guesses as to the company responsible for the 64 version... (Gimmee an 'O', gimmee a 'C', gimme an 'E' etc.)

In the C64 version of *Hudson Hawk*, developers will be able to give Bruce W a full head of hair by using special computer graphics...

NATOR 2™
ENT DAY
ean®

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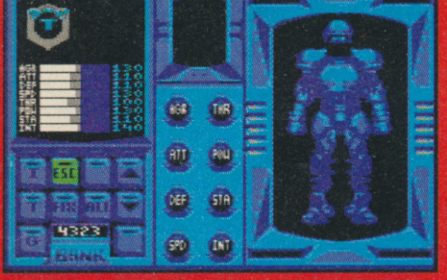
Antipodean Carl Muller: native of New Zealand, *Turtles* coder and the man who put the speed in *Speedball 2*

It's back! And it's bigger and it's better. But what on earth could Craig McLachlan have to do with an ultra-violent future sport? Stevie J talks to the man who's managed to fit an entire Brutal DeLuxe Speedball team into just 64K, and puts subliminal messages from Australian soaps into his game code...

EARLY WARNING! SPECIAL

SPEEDBA

Sqeezing it all in



The 'gym' screen from *Speedball 2*, where you can alter the physical attributes of your teamsters. To give you an idea of how much of a pain it is squeezing all these graphics into 64K, Carl explains how the gym screen is generated...

This single screen is drawn from a picture, a face, lines, numbers and sprite definitions for the body. The sprite definitions are mirrored to get each side of the body, re-ordered to improve compression and compressed.

The character definitions for the numbers and letters take up 256 bytes. All the faces are made out of 'embedded colour characters' where the characters are stored with their respective colours. These can be flipped horizontally.

The picture is similarly made up of embedded colour characters. These can be flipped horizontally or vertically, and are compressed. The screen information which says which characters is displayed where it's stored only where it differs from the manager screen, and this 'delta' information is compressed too.

So you see, rather a lot of work goes into a task like drawing the gym screen! Enough to make you watch Aussie soaps!

Mirrorsoft's classic future sport *Speedball* first appeared on the Amiga to rapturous applause. Then there were gasps and shocked expressions all round when the C64 version turned out to be darned good.

With the release of *Speedball 2: Brutal DeLuxe*, Amiga owners were cooing once more about sound, graphics and playability. Well, like a bad dose of déja vû, Mirrorsoft have done it again. Tell Amiga owners that *Speedball 2* was going to appear on the 64 and they would have chortled their snooty socks off. But the last laugh is ours: *Speedball 2* on the 64 is a stormer.

Programmer Carl Muller has excelled himself. We tracked him down to a small house in Surbiton...

How did you get offered *Speedball 2*?

Well, I did the tape version of *Teenage Mutant Hero Turtles* for Mirrorsoft. I wrote it in two and a half months and managed to get it finished in time for Christmas.

How did you get *Teenage ... Turtles*?

Mirrorsoft approached Nick Pelling (aka Orlando: *3D Pool, Frak!, Loopz*) and we worked together on the game. Nick did most of the organising and managing, while I did the main programming stuff. We had all the graphics from the Canadian team, Ultra, but all the map views were in single uncompressed character blocks, so we had to spend time compressing everything and squeezing it in. Nick wrote some key compression routines. Their disk version multiloaded everything – even the help screen – which would have made the tape version unplayable.

Were you and Nick working as a company?

Yes, we called ourselves 'Nauseous Dots' and had a little coloured logo. However, Nick has since gotten married, so I'm working alone from my bedroom.

(Here, this bloke's got a funny accent.) You're not from these parts are you?

No. I'm originally from New Zealand. I was born in Auckland, but moved when I was about two.

And didn't stop for a long time.

Eventually I went to University in Palmerston North where I studied Computer Science for three years. During holidays I stayed at Wellington, working for IBM (they made me wear a suit) and Sydney.

(Blimey, he's been around a bit)

After graduating in '89, I went to work for Melbourne House (now called Beam Software). I coded a few utilities, helped Gary Liddon with *The Last Ninja* on the Nintendo and then worked on the Nintendo version of *Days Of Thunder* with Trevor Nuridan (*Aussie Games*) and Andrew Bailey (*Dragon's Breath*).

(Stifled sounds of sniggering) *Days Of Thunder* was crap!

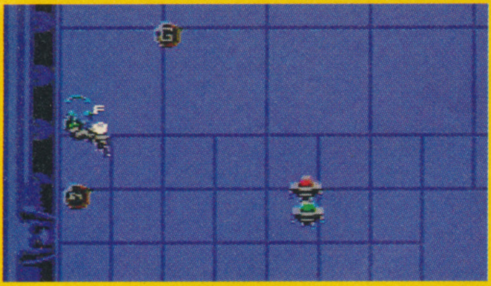
No, the NES version was all right. Well it's better than that *F1* demo on your last tape.

Eh? Now hold on a sec!

Anyway, after that I moved to England to earn my fortune. What a mistake! Britain has

Oh dear, you blew it. Another defeat for Brutal DeLuxe (that's 12 in a row, simp!)

And there it is, in all its glory. C64 *Speedball 2* may not look too hot, but boy does it play!



an undeservedly good press down under. They're always saying how you can earn loads of money in programming, but when I came over I couldn't find any proper computer jobs anywhere. None of the agencies offered me anything and I was even sacked from my dishwashing job at the Conrad! After that I met up with Gary Liddon's friend Nick and that's when *Turtles* happened.

So how long have you been here?

I've been in the UK since July ('90). Now I'm saving up to go back for a holiday!

ALL 2

Tell us more about *Speedball 2*?

Mirrorsoft liked *Turtles* because they were a little anxious about the US version and we managed to get it finished quickly. When they offered me *Speedball 2*, we thought, well, I've nothing better to do than write a chart busting game and it beats starving.

How do you start coding a game like *Speedball 2*?

Initially I started by ripping the code out of *Turtles*: it has the same sprite multiplexor which generates around 24 sprites onscreen. I used the ST version (the Amiga one was still in production) as a guide. I looked at the ST code and tortured myself by trying to read 68000 (it has its registers the opposite way round compared to the PC's 8086 chip). I took all the comments in the 68000 code (like extended REM statements), wrote them down then tried to get the C64 to do what they said.

Have you had any serious problems apart from speed and tying to fit it all in 64K?

Those are the serious problems.

Oh...

No, I have had serious problems – and still do. I still have to find 1K for the remainder of the game. I've left out the win and lose screens while I'm still coding, but these will have to go back in when I've finished.

Who's doing the graphics?

Alan Tompkin from Mirrorsoft is doing the graphics. I wrote a conversion utility to port the Amiga/ST graphics down to C64. Alan then uses these as a guide to redraw all the sprites and playing fields. The music and sound effects have been written by Martin Walker, although the final game may not have any music.

How does the C64 version compare to the 16-bit versions?

The game plays differently. I didn't bother looking at the 68000 play code – only the intelligence routines. I couldn't do it the way they've done it due to hardware restrictions. All the stuff that goes on in the 16-bit version happens in the 64; it's just simpler. The Amiga and ST coders can afford to call the intelligence routines every frame, but the C64 can only do it every fourth frame. It reads the joystick ports every other frame, checks for the player nearest the ball every other frame, updates the display panel every two to four frames and so on. Basically it does certain things on different frame updates to try and keep it all ticking along. And it still updates faster than the ST!

(Er... run out of *Speedball*-type questions.) What Aussie soaps do you watch?

I watch Prisoner Cell Block H sometimes. I have a flag in the *Speedball 2* program called Craig_M which tells you if the game is home or away!

(Groan.) Is there anything we should be watching out for?

There was good mini-series called All The Rivers Run (and All The Rivers Run 2), about a riverboat on the river Murray. It was a period thing with the Boer war in it. There was Hanlon, about a turn of the century lawyer in Dunedin (in New Zealand not Scotland).

Uh-oh, the pips are going. Well, thanks Carl...

THE SIMPSONS

You know Ocean are doing the *Simpsons*, but did you know it's going to be called *The Simpsons* (TM) *Bart vs. The Space Mutants*? The game features Bartholomew J Simpson who, thanks to his X-ray specs, is the only human (?) who can see the space aliens taking over his neighbourhood. The only way to dispel these vile creatures is to spray paint everywhere, smack people with his slingshot and generally act like the nuisance that he is. We should see the game around Christmas time – and we're doing our level best to secure a playable demo before that.

'Whoah! Eat my data, dudes.' Cool it, Bart – no-one can prove a thing

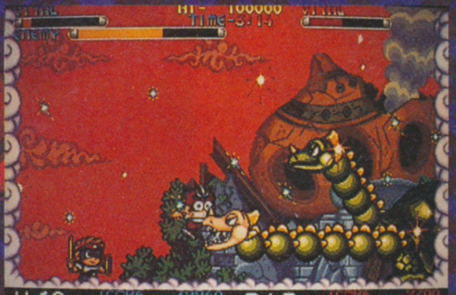
THE ADDAMS FAMILY

Those movie-licence-grabbing tinkers from Ocean have gone and done it again! The new Paramount movie, based on the old black 'n' white TV prog *The Addams Family*, stars Raul Julia (Moon Over Parador) as Gomez and Anjelica Huston (Witches, The Grifters) as Morticia. The game is an arcade adventure in which Morticia has been whisked away by sinister forces, leaving Gomez (plus his chum, disembodied hand) to scour the catacombs, labyrinths and secret chambers of the Addams mansion. Spooky or what?

A groovy kind of love – Morticia (Anjelica Huston) and Gomez (Raul Julia)

MEGA TWINS

US Gold's coin-op line-up is about to become bigger by one, when *Mega Twins* joins the Capcom crew. Anyone who has previously enjoyed the antics of this particular slotty will know a darn sight more than we do. (We haven't explored this particular slotty antic.)



The *Mega Twins* coin-op. Just what this'll look like on the 64 is anybody's guess!

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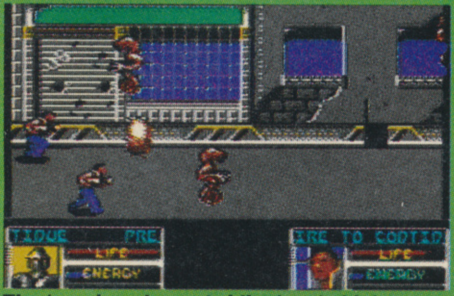
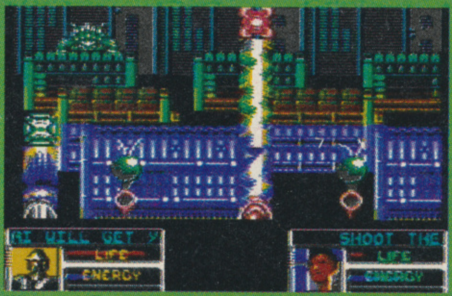
ALIEN STORM



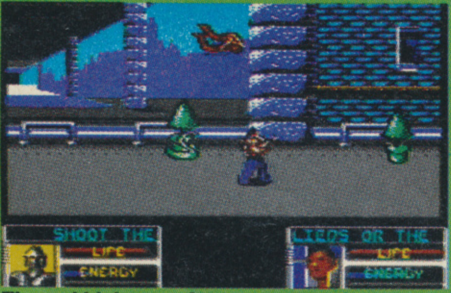
The 'running along at ridiculously high speed' section (slowed down for *CF* readers)



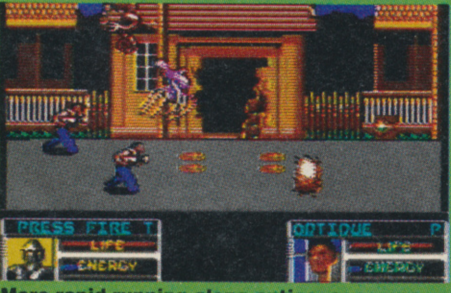
Whoarr! Cop those laser beams. Any alien silly enough to get in the way is, er, silly

Yet another Sega coin-op is being given the US Gold treatment as we speak. And blow me if it ain't called *Alien Storm*. It's an odd little affair in that at first glance it looks much like many things that have gone before. On closer inspection you soon realise that it's a spiffing concoction of game styles that all fit together rather well. Blow me (again)!

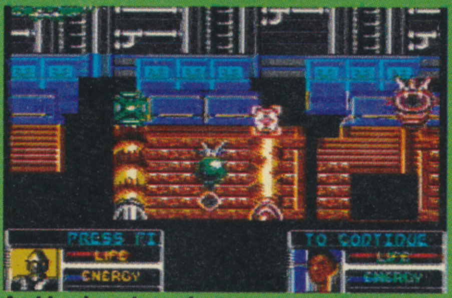
A huge throng of aliens have been forced to leave their home planet 'cos they messed it all up by chopping down too many trees, and using leaded petrol (stupidity, it would appear, is universal). Needless to say, they figured us humans would be a bit of a pushover and invaded mother earth. As a member of (dramatic music please) 'The Alien Busters', you, and possibly a friend as well, must rid the planet of these filthy, alien, hideous, monstrous and socially graceless slime-scum.



The red blokey performs a stomach-churning somersault over a venomous shrub(!)



More rapid running along antics, accompanied by some gratuitous alien destruction



And having cleared one area, you zoom (with rather mega parallax) over to the next

There are six missions to complete, each comprising three stages. Each of these stages contains one of the distinct game styles I was telling you about. Stage one involves moving right along a scrolling backdrop, meeting a variety varied and unusual alien life forms – and blowing them to bits. Sometimes the aliens are hideous and... alien. Often though, they've transformed themselves into easily recognisable earthly objects. For instance you can find yourself trading blows with a beautiful potted shrub.

Level two leans more towards *Operation Wolf* in style. You have a crosshair on screen and must manipulate it in order to kill the green lizard-like creatures that appear from behind crates of dangle down from the ceiling. Also be prepared for some unbelievably fast parallax scrolling.

Level three is much more like a traditional shoot 'em up in that you have no control over the scrolling of the screen. The difference in this case is that instead of controlling a spaceship you're controlling a man who's running with hilarious speed along an alien infested street.

Style-wise there's nothing new here, but what did strike the *CF* team was the sheer speed of the scrolling and the unusual, but beautifully drawn aliens. It looks like this is going to be a quality blaster and no mistake. Be sure to find out just how good it is in our full (and probably exclusive) review, next issue. See you then.

PIXIES

The Pixies are a top indie rock band (we know that 'cos Steve's never heard of them – square) and the 12" and CD versions of their Planet Of Sound EP features the 'Theme From *Narc*', based on the coin-op soundtrack. 'So what?' you ask. Er... well, we just thought you might be interested. P'raps not.

The Pixies queue up to play *Narc*, trying to look as inconspicuous as possible and wondering if they've got enough spare cash...

SPACE GUN

Another Taito coin-op convo heads C64wards thanks to Ocean (yet again). This wonderful *Op Thunderbolt* clone (which bodes well considering how utterly yummy the 64 version was) is set in space and instead of filthy foreign guerrillas, it's filthy alien beings who are getting blasted into meaty chunks (*much healthier – Ed*). Loads of gore, death and atmosphere. Ooh, we can't wait.

PICK IT UP

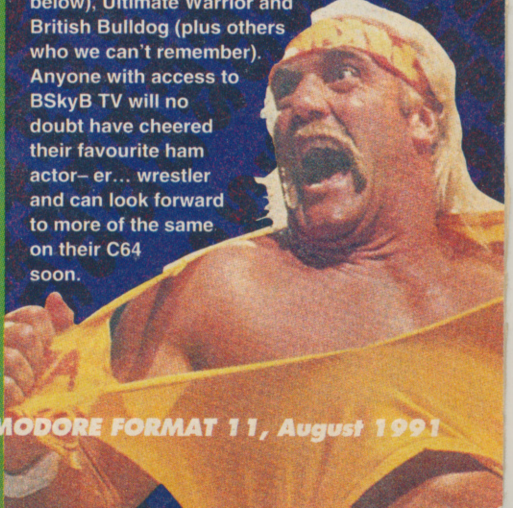
Simon Pick – author of such outstanding titles as *Microrhythm* and *Revolution* (on *CF* 1's PowerPack) – has given it all up to go and spend more time with his beloved family of synthesisers and keyboards. Rumour has it that his demo music tape was potent enough to warrant immediate signing by a major(ish) record company. However, the young Pickster is still open for negotiations, so anyone wanting to sneak in there and snap him up should contact Simon on 0428 656990. Do it!

OH NO, NOT AGAIN!

Exile, exile, exile, exile, exile, exile.

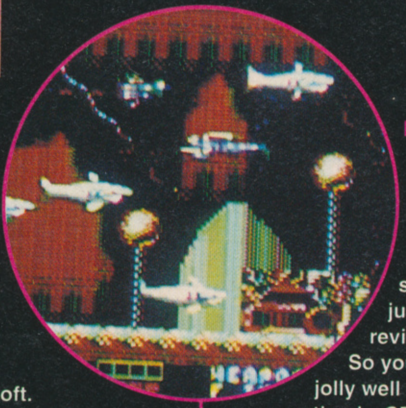
WORLD WRESTLING FEDERATION

By popular demand, Ocean have decided to release a wrestling sim based on the antics of those lovable rogues, Hulk Hogan (pictured below), Ultimate Warrior and British Bulldog (plus others who we can't remember). Anyone with access to BSkyB TV will no doubt have cheered their favourite ham actor– er... wrestler and can look forward to more of the same on their C64 soon.

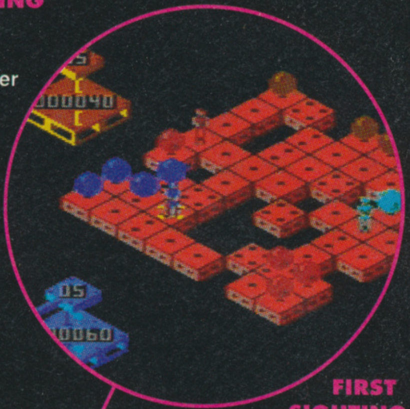


EARLY WARNING! SCANNER

Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are six months away. We'll update them each month, so you can stay informed

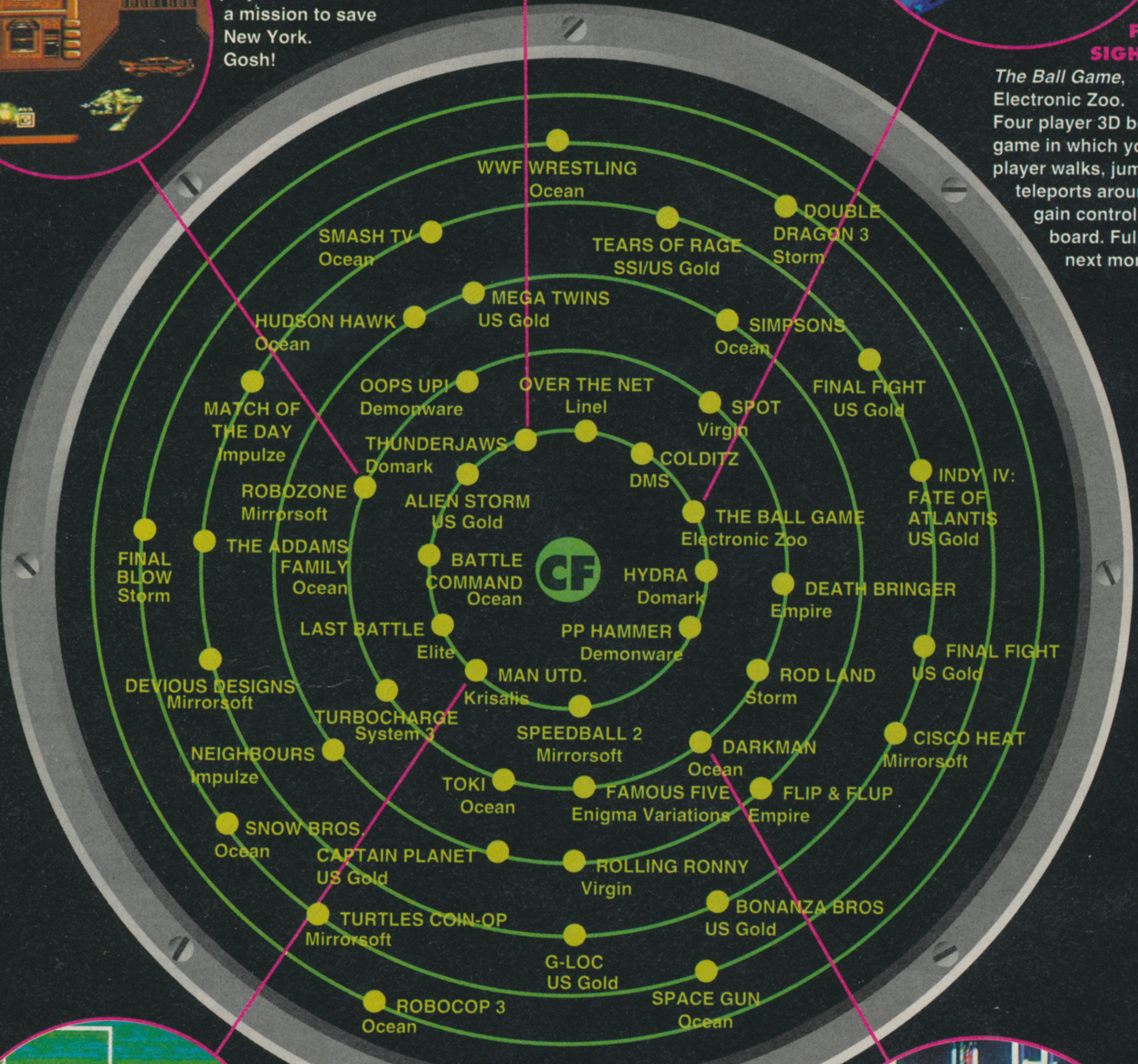


FIRST SIGHTING
Thunderjaws, Domark.
This underwater spy-style scrolly beat 'n' shoot 'em up just missed a review this ish. So you can just jolly well expect a full rating in *CF*12



FIRST SIGHTING
The Ball Game, Electronic Zoo.
Four player 3D board game in which your player walks, jumps and teleports around to gain control of the board. Full review next month!

FIRST SIGHTING
Robozone, Mirrorsoft.
A sideways scrolling shooter in which you play a lone droid on a mission to save New York. Gosh!


CF
WWF WRESTLING Ocean
DOUBLE DRAGON 3 Storm
SMASH TV Ocean
TEARS OF RAGE SSI/US Gold
MEGA TWINS US Gold
HUDSON HAWK Ocean
SIMPSONS Ocean
FINAL FIGHT US Gold
OOPS UP! Demonware
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HYDRA Domark
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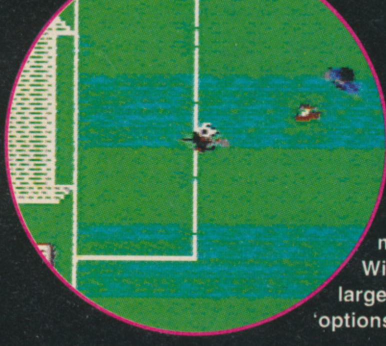
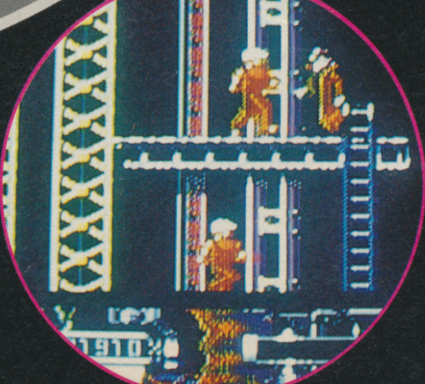
DARKMAN Ocean
CISCO HEAT Mirrorsoft
NEIGHBOURS Impulze
TOKI Ocean
FAMOUS FIVE Enigma Variations
FLIP & FLUP Empire
SNOW BROS. Ocean
CAPTAIN PLANET US Gold
ROLLING RONNY Virgin
BONANZA BROS US Gold
TURTLES COIN-OP Mirrorsoft
G-LOC US Gold
SPACE GUN Ocean
ROBOCOP 3 Ocean

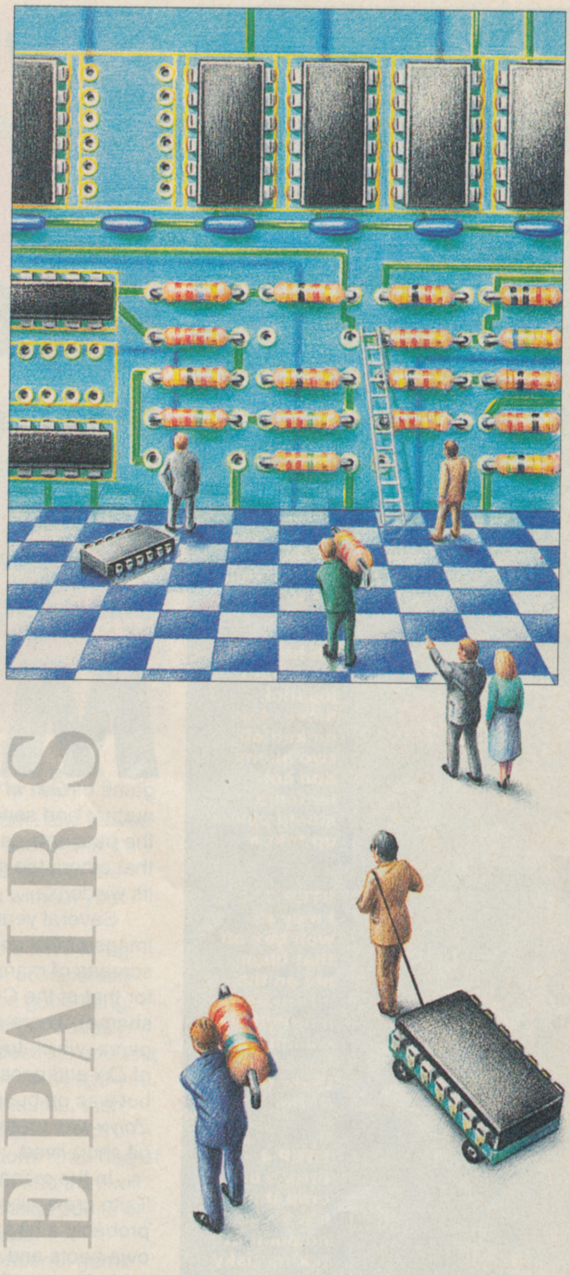


FIRST SIGHTING
Manchester United Europe, Krisalis
This sideways scrolling soccer sim/manager just missed on a review this ish. With more options than a large box full of stuff marked 'options' it could be a goody

FIRST SIGHTING
Darkman, Ocean.
Poor old scientist Peyton Westlake is made to look like he takes his holidays on Mercury. Now he's after revenge in this platform beat 'em up



C64 Repairs



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Please be ready to give your name, address, computer type, serial number and the type of fault.

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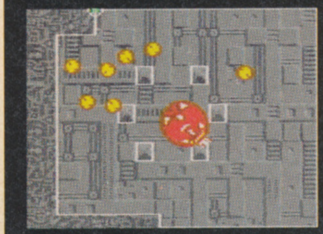
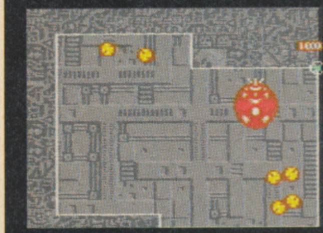
VOL

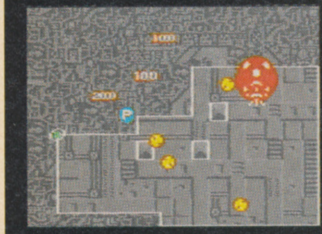
Feeding time for Vols



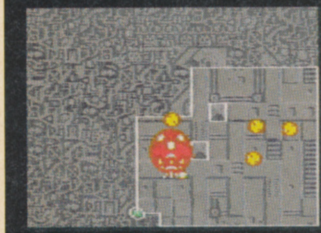
STEP 1
A sneaky whizz up the side, avoiding pretty much everything. (What a wimp)



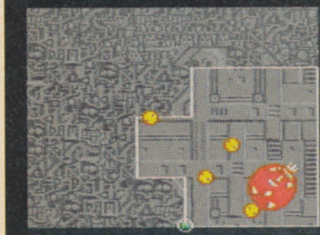
STEP 2
A mad dash across the top, and I've managed to trap one of the little blighters! One down, six to go



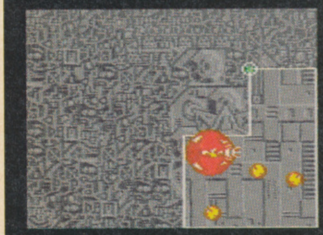
Oh-hoh! With some deft joystick moves I've picked off two aliens *and* collected a shield power up token



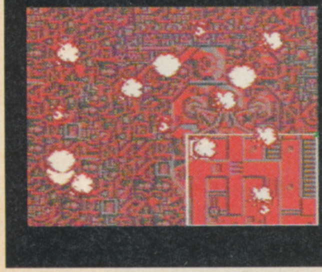
STEP 3
I may as well box off that channel on the left (unfortunately there wasn't a baddie in there too. Rats!)



STEP 4
Erm, a bit crap this bit. Well... no point in taking risky chances when I'm so near to victory

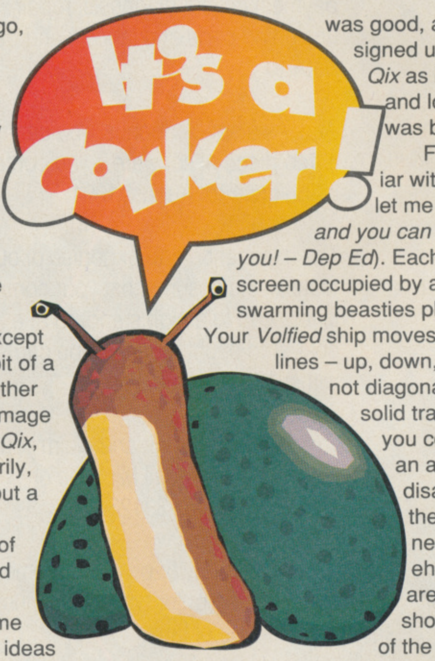


STEP 5
With a swift zig-zag, you can chalk up another demised alien, plus a few more percent on my total



STEP 7
One straight line across that square channel and BINGO! 80% and it's curtains for our alien chums. Next!

Looks familiar? An original coin-op classic lives again thanks to a new incarnation from Empire. So how well has a favourite arcade idea fared from this new lease of life. One of our stringers Qix ass and finds out


It's a Corker!

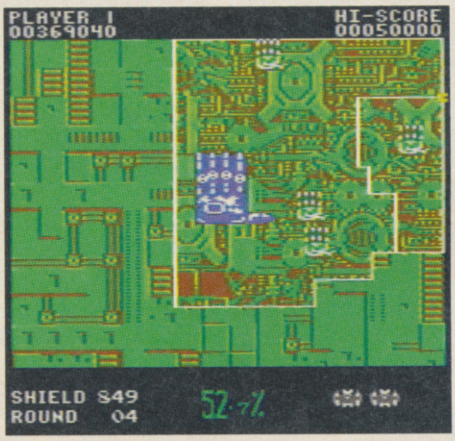
Many moons ago, the tribe of Taito did stumble upon the legendary game of *Qix*, which they did nurture and send out amongst the peasants as a coin-op, so that others too might invest in its wisdom.

Several years passed. The image of *Qix* appeared on the screens of many machines (except for that of the C64 which is a bit of a shame). There did appear another game, which took the graven image of *Qix* and passed itself off as *Qix*, but was on budget and yea verily, *Zolyx* was pretty good really, but a bit short-lived.

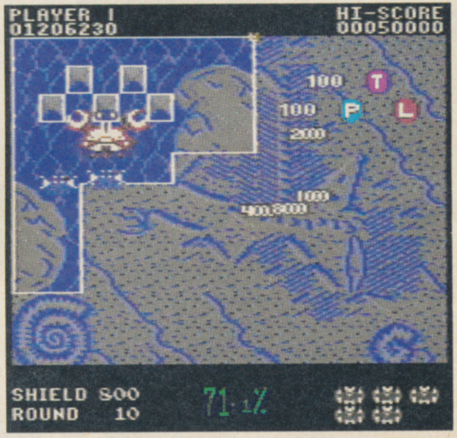
In the meantime, the tribe of Taito grew wise and strong and probably a bit too big for their own boots and did release some odd coin-ops. A bit pushed for ideas were they, but a saviour was forthcoming in the shape of their long-lost sibling. And without further ado, *Qix* re-entered the domain of the arcade, but with the unpronounceable name of *Volfied*. The Empire clan saw that it was good, and promptly signed up *Volfied* (or *Super Qix* as it has been known) and lo, the C64 version was born!

For anyone unfamiliar with this game-style, let me elucidate (*you do and you can clean it up after you! – Dep Ed*). Each level is a single screen occupied by a variety of little swarming beasties plus one big stonker. Your *Volfied* ship moves only in straight lines – up, down, left and right, but not diagonally – and leaves a solid trail behind. When you completely enclose an area of the screen, it disappears to reveal the scenics from the next level (clever, eh?). The amount of area removed is shown as a percentage of the whole, and once you've removed 80% or more, the whole lot explodes and you're on to the next level. All this will be familiar to ex-*Qix*ists.

Your ship, however, is pretty unprotected. And, you'll be thrilled to hear, there are a vari-

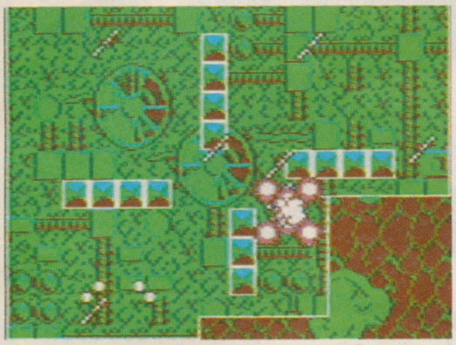


Round four and I've got a great big floaty fist (and his mini-fist chums) to deal with. I've just trapped one so it's looking good

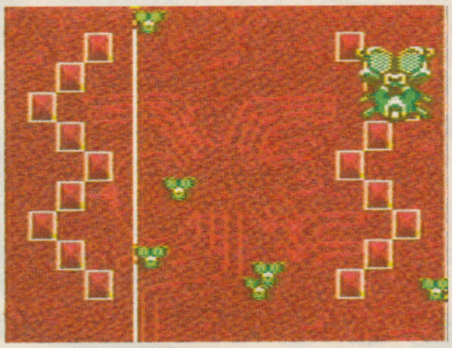


Woah! In one go I've managed to pick up three tokens, two bonus scores and killed four aliens. Skill or what?

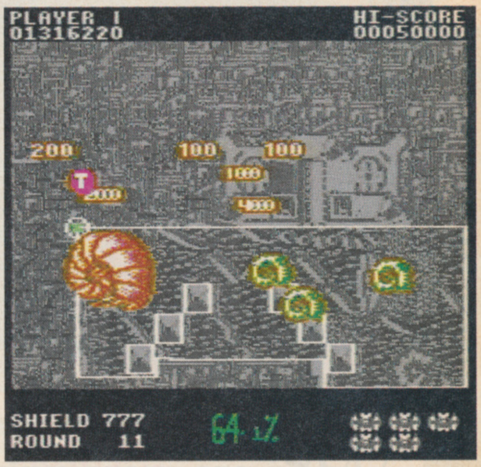
FIED



No major alien on this round, although one of the whizzy sticks spins differently – he's the one to trap. (Meanwhile, I'm deadmeat)



Ye-haa! I'm just about to pick up nine bonuses in one go (that is if that green insecty-beast doesn't do me in first)



Attack of the ammonites! However, with that purple Time Stop power-up you can bet your life that I'll be able to finish this screen next go

ety of unusual and interesting ways in which you can snuff it. Collide with a swarmy thing and it's curtains. Similarly, hit the big mother or one of its missiles and you're worm-fodder. Alternatively, you can make a tail that's just a bit *too* long. When one of the aliens touches an unconnected trail it becomes unstable and sends a pulse of energy speeding towards your ship. If you don't reach an edge before the pulse reaches you, it's vacuum pie for tea, spaceman.

And there's more: you begin each level with a little shield around your ship which protects it from the ravages of the enemy. It's not active while you're making a trail, but you can sit on the sidelines all day without getting as much as a scratch. However, sit around too long your shield thinks 'blow this for a lark', and leaves you to it. One touch from the aliens and it's bye-bye time once again (and believe me, you really don't last very long without your shieldy chum).

As you nibble away at the alien's living quarters, so to speak, you will occasionally encircle one of 'them'. This is a good thing because a) it blows up, b) you get bonus points for each one that you destroy, and c) it means there are fewer of them to hassle you.

As well as these weird creatures, there are also patterns of square blocks which appear and disappear at random. Trap one of these (or even a whole group), and they will also explode leaving behind bonus points or a token for temporary power-ups.

The original *Qix* was a wonderful game but had one or two annoying features, like sparks that constantly homed in on you, the inability to retrace your line, a harsh time limit and a *Qix* (the big whizzy creature that you had to trap) which was too vicious by half. *Volfied* has eliminated all of these, making the game much more playable. With the added attraction of some stunning backdrops, a variety of enemies and the power-up tokens, *Volfied* is one cool play. You won't be bashing away for hours on end, but I'm pretty sure it'll be in and out of your cassette deck with alarming regularity.

Now, if you'll excuse me, Andy D has just destroyed my high score, so I'm off to *Qix* some butt, yet again.

STEVE

Game	VOLFIED
Publisher	Empire
Cassette	£10.99
Disk	£14.99

TOKEN GESTURES

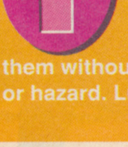
If you succesfully encircle some square bonus icons, they explode to reveal either a set score or a bonus token.

Depending on the token colour/letter you'll be receiving one of these wonderful prizes...!

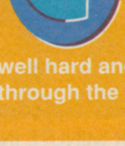
POWER UP
Stops your shield timer from counting down. For a bit, anyway

SPEED UP
Your ship whizzes around at twice normal speed

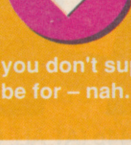
LASER
As you make a line, hammer the fire button to waste those nasties!



TIME STOP
Temporarily stuns all the alien ships allowing you to encircle them without fear of harm or hazard. Luvverly!



CRASH
(In the coin-op this acted like a smart bomb). Your ship becomes well hard and can smack through the little aliens



EXTRA LIFE
Well, I'm sorry but I couldn't suss this one out at all. Er... hold on a sec, you don't suppose it could be for – nah...

POWER RATING

THE DOWNERS...

- Sprite glitches on the busier levels

100

90%

- The addictive *Qix* gameplay is still there, but has been tidied up and improved
- Beautiful backdrops – and there are 16 of 'em!
- Loads of enemies on screen
- Arcadey spot effects and ditties are decent enough
- Good animation on the alien creatures, explosions etc
- It's a single load, hurrah!
- Bonus tokens and power ups help to inject some strategy and variety
- Very slickly coded with terrific attention to detail – a brilliant conversion
- Extremely challenging requiring tactical play later on

0

...AND THE UPPERS

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GAME BUSTERS

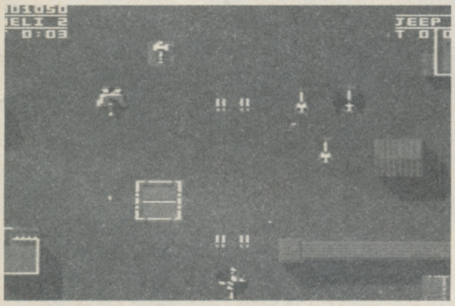
101 POKES on p26

***Andy Dyer** and his cracking crew are on overdrive this month. Before we let him get on with it, remember that Mr D thrives on your maps, tips and solutions. It's a special diet and his doctor says he'll be fine as long as he sticks with it*

We begin this month with thanks to **Iwan Owen, Carnarvon** for some huge, whopping cheats which we thought you'd quite like to see. Carl, a £20 mail order voucher is yours! Now then me old gooseberry bushes, let's get devious...

SWIV

Pause the game (H), then press the following keys one after another; Commodore key, Q, commodore key. Then un-pause the game and you should have infinite lives.



The keyboard hides an infinite lives cheat in Storm's *SWIV*

TMNT

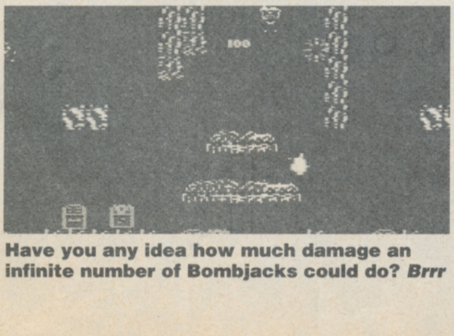
Press the Control key along with P,A,B,L and O for infinite lives and energy.

MONTY PYTHON

Two cheats here. On the high score table, type ANNE CHARLESTON. (including the full stop) to get infinite lives. Or try typing SEMPRINI on the high score table to restart on the last level you were on.

MIGHTY BOMBJACK

Here are some Action Replay POKEs sent by **Paul Hutton** of Manchester.



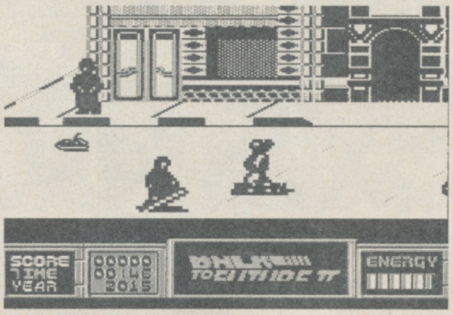
Have you any idea how much damage an infinite number of Bombjacks could do? *Brrr*

POKE7829,173
POKE16635,165
POKE17846,173 – infinite lives

ROBOCOP

You too can make *Robocop* fly thanks to **Antony Harris**. All you need to do is press F,G, H and J, push the joystick up and right and press the fire button at the same time... and grow another pair of hands.

To make him come back down again do the same thing except this time push the joystick down and right.



Time will fly when you use our new tips for Ocean's time travelling romp

BACK TO THE FUTURE II

Chris White provides these timely tips. On each level pause the game and type:
Level 1 – MARTY MCFLY – infinite lives
Level 2 – MOM, IS THAT YOU – skip level
Level 3 – TOM LOVES THERESA – inf. lives
Level 4 – OUTATIME – skip the level
Level 5 – BACK TO THE FUTURE 3 – lives
To skip levels one and five pause the game and press J.

EXILE

Here's some jolly good advice. As *Exile* has only been out a little while, keep reading *CF* and before long we'll have some spinky, spanky and moreover sponky tips for it (*that's enough* Exile *references – Ed*).

BOMBUZAL

Thank you **Matthew Johnson** for these codes to *Bombuzal*. Printed below are the codes and the levels they start you on.

BOMB – level 000
RACE – level 008
RATT – level 016
LISA – level 024
DAVE – level 032
IRON – level 040
LEAD – level 048
WEED – level 056
RING – level 064
GIRL – level 072
GOLD – level 080
OPAL – level 088
SONG – level 096
FIRE – level 104
LAMP – level 112
TREE – level 120
SINK – level 128
We wouldn't mind some more of these!

Send those tips, maps and cheats

Andy has a supply of £20 mail order vouchers to give to people who send in the best game busting gumf every month. Send yours to:

**Gamebusters,
Commodore
Format,
30 Monmouth
Street,
Bath BA1 2AP**

MYTH THE MAP

PART 1

MYTH – THE SOLUTION (PART ONE)

LEVEL 1.1 – HADES

When you start the level, kill a Harpy as soon as possible, and collect the fireball he leaves behind. Staying in the same area, kill as many skeletons as you can – one of them should eventually drop a sword. Collect this sword and use it to cut free the hanging skeleton at (A). When he falls, drop down after him to point (B).

The next step is to kill him, making sure that his head falls into the fire. When it does, Lucifer will rise out of the flames (eek!), so run back to point (C) and have your fireball at the ready (if you're a fireball short of a furnace, kill a harpy to get one). When Lucifer appears, blast him and collect the Trident he leaves behind.

Work your way up and across the map to point (D) with the Trident at the ready. When the Chimera comes into view, prod the space bar to plunge the Trident towards her – she should be destroyed. Now instead of dashing straight for the exit, pay a visit to the caves below the Chimera, as there's oodles of free energy to be gleaned.

LEVEL 1.2 – ANCIENT GREECE

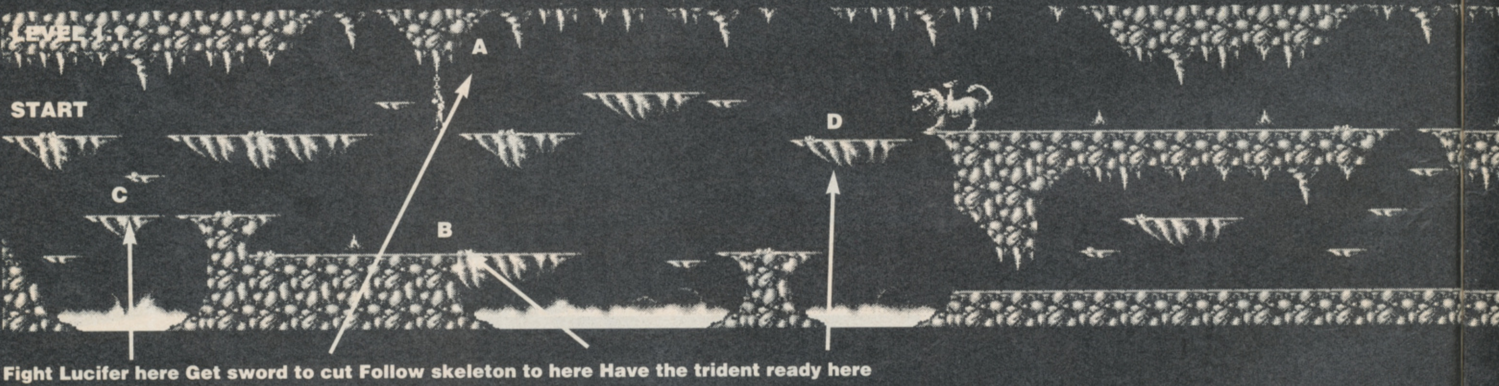
Use the sword like there's no tomorrow and slay any Gladiators you meet. When you come to the Nymph (A), watch her hand signals; when she tells you to stop, kneel down and she will give you extra energy. If she doesn't, kill her with the sword (if you touch her or shoot her, she turns into a huge snake-woman and you turn into lunch, so don't even think about it).

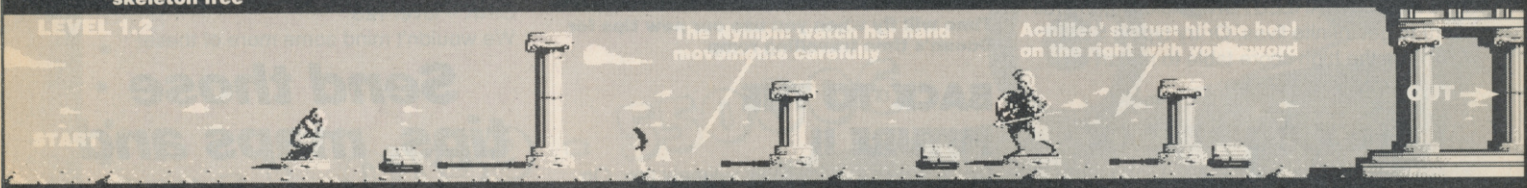
When you arrive at Achilles' statue, hit the rightmost heel (B) several times with your sword. The statue eventually collapses leaving a shield in the rubble – pick it up and head for the exit.

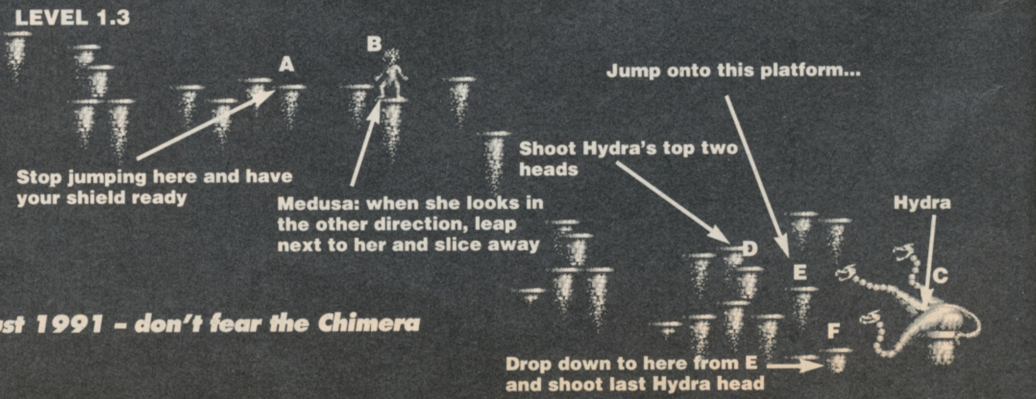
If you use the shield on this level the gladiators will kneel to worship you, and they can be kicked from behind for extra points.

LEVEL 1.3 – THE TEMPLE

Tricky. Leap across the platforms with your shield at hand, and stop when you reach platform (A). When Medusa (B) fires at you, hold the fire button to deflect her shots. Still holding fire, select the sword but don't activate it. When Medusa looks away from you, leap across the gap, press space to select your sword, and quickly slice off her head (which you should duly collect). The only thing which can hinder this process is the presence of

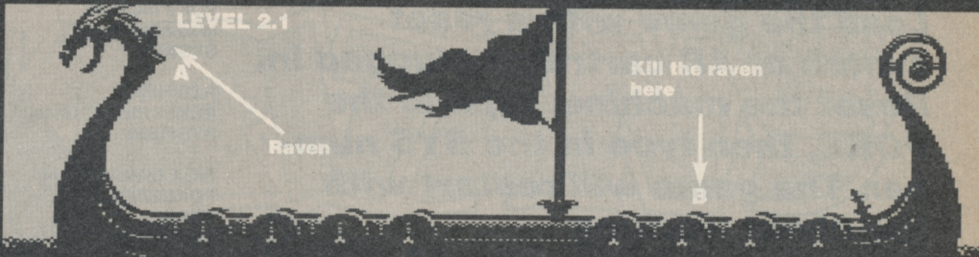

LEVEL 1
START
A
D
C
B
Fight Lucifer here Get sword to cut skeleton free Follow skeleton to here Have the trident ready here


LEVEL 1.2
START
The Nymph: watch her hand movements carefully
A
Achilles' statue: hit the heel on the right with your sword
B
OUT


LEVEL 1.3
A
B
Jump onto this platform...
Stop jumping here and have your shield ready
Medusa: when she looks in the other direction, leap next to her and slice away
Shoot Hydra's top two heads
Hydra
D
E
C
F
Drop down to here from E and shoot last Hydra head

Harpies who should be dealt with by way of a hefty kick.

Continue across the platforms until you reach the awesome Hydra (C). Stand on the platform marked (D) and shoot the top two heads, then jump onto platform (E) and fall down onto platform (F). Shoot the final head, and you've finished the level!

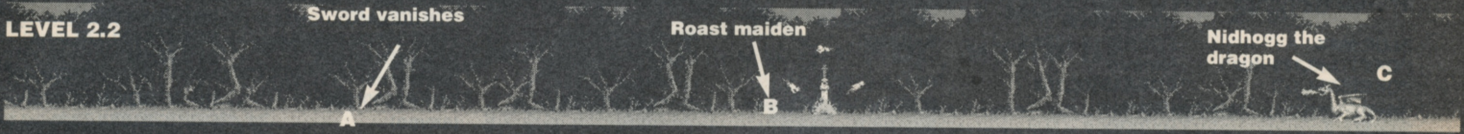


LEVEL 2.1 – VIKING LONGBOAT

Typical British weather! Select your sword and kill every Viking you are faced with. When there are none left, the Raven (A) flies over the ship, occasionally swooping. Stand at point (B) and wait for it to swoop at you – kill it with the sword, and collect the magic disk to teleport to...

LEVEL 2.2 – THE DARK FOREST

Use your sword to kill the little Elves, who will usually drop daggers (which seems like a reasonable thing to do under the circumstances, even for an Elf). Collect these and use them to kill the huge Trolls (but save some daggers for later). At point (A) your sword vanishes – if you listen, you can hear the blacksmith hammering away on it! After a short while, it should reappear in the same spot, only now it's much more powerful.



Continuing through the forest, you will come across a fair maiden being burned at the stake (B). Collect the firebrand from beside the fire and use it to kill the Wraiths. If one of them picks you up, wriggle quickly to escape its clutches. When all three have been destroyed the fire goes out and Brünhilda makes you a god.

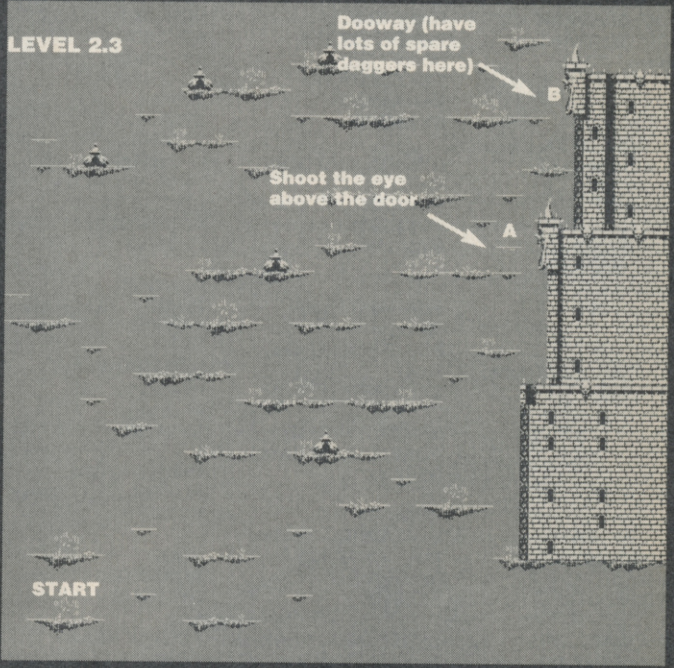
Carry on your way, killing the Trolls as before, until you reach Nidhogg the dragon (C). When his neck is raised, stab his neck with the sword until a small wound appears. Step back a little and launch a volley of daggers into the wound but be cautious when Nidhogg raises his leg – no, he's not going to wee on a lampost, he's getting ready to chuck a fireball in your direction. After a while you should be able to run past him, where you'll be taken up to the next level. Don't try to kill the dragon – he's sorta kinda immortal.

LEVEL 2.3 – VALHALLA

Ooh, a real toughie this one. Shoot the dragons, and collect any energy or daggers they drop. If Thor appears beside you, hit him until he flies away. Make your way up to the castle doorway (A). There's only one route you can take, so just be careful when jumping the gaps. Any trip now will be your last.

When you arrive at (A), shoot the Eye above the door – with daggers – until it is destroyed. Then kneel outside the door and wait for the axeman to come out. When he throws his axe (which should fly over your head) stand up and fire loads of daggers at him. Repeat this process until he is gone.

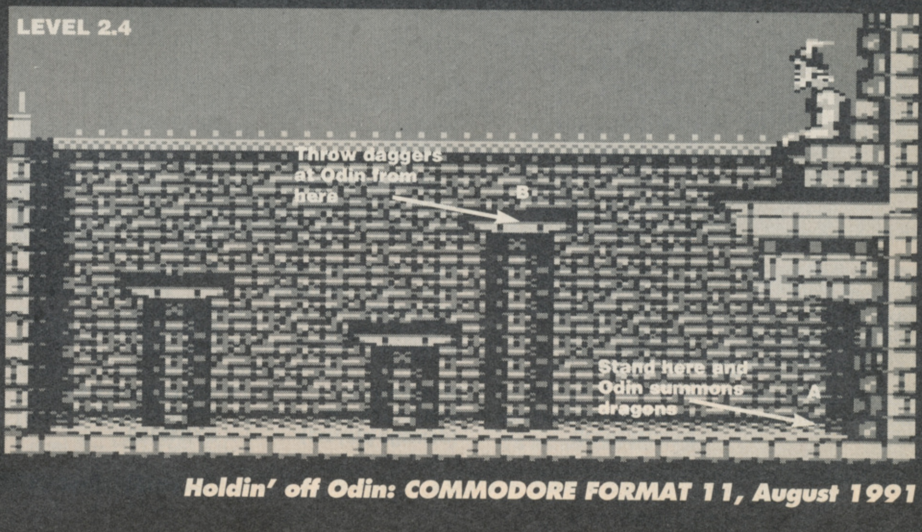
You don't have to kill the eye or the axeman at this particular entrance, but if you do, it acts as a new restart point (meaning you won't go back to the start when you die).


LEVEL 2.3
Dooway (have lots of spare daggers here)
B
Shoot the eye above the door
A
START

From here make your way up to the second doorway at (B), making sure that you have *lots* of daggers to spare. Kill the Eye with daggers using the jump-throw, then kill the axeman as before. When this is done, stand on the drawbridge. Thor will now carry you off to meet Odin himself.

LEVEL 2.4 – THE COURTYARD

Every time Thor appears, shoot him with daggers, while avoiding any flak from Odin. If you run out of daggers, stand below Odin's throne (A) and he'll summon a few dragons for you to kill. When Thor has been killed, Odin sees you as a worthy opponent; stand on platform (B) and jump-throw daggers at him. After a while you should hear a gust of wind, so jump onto the platform next to his throne. Odin will put his hand on your shoulder and teleport you to the next level. And, rather sadly, that's all for this month. We conclude this outing into everything *Myth*ological next month with the dastardly Egyptian level, not to mention a meeting with Dameron himself. And, fingers crossed, we should have some cheats especially for the cartridge version. Be there or be cube shaped.


LEVEL 2.4
Throw daggers at Odin from here
B
Stand here and Odin summons dragons
A

Load the game with a reset switch or AR cartridge plugged in. Reset the machine, type in the POKE, then type in the SYS number. The game will restart with the cheat working

1942
POKE5806,181 (lives)
SYS2640

ARC OF YESOD
POKE33969,165 (lives)
SYS2053

ATTACK OF THE MUTANT CAMELS
POKE11018,165 (lives)
SYS4096

BATALYX
POKE19567,189 (time)
SYS16384

BLUE MAX
POKE17925,173 (fuel)
POKE25584,173 (bombs)
SYS32768

BOULDERDASH
POKE35589,165 (lives)
SYS49152

BOUNTY BOB STRIKES BACK
POKE28584,173 (lives)
SYS11877

BRIAN BLOODAXE
POKE38270,165 (lives)
SYS39145

BUGGY BOY
POKE39962,173 (time)
SYS2048

CRAZY COMETS
POKE40362,189 (lives)
SYS24882

DAY AFTER
POKE20103,173 (lives)
SYS20000

DNA WARRIOR
POKE46347,173 (lives)
SYS36530

EAGLE EMPIRE
POKE22430,173 (lives)
SYS18215

EQUALISER
POKE26098,165 (lives)
SYS24912

EXCALIBA
POKE26614,165 (lives)
POKE26676,96 (time)
SYS7105

FINDERS KEEPERS
POKE30016,173 (lives)
SYS40083 OR SYS49152

FIRETRAP
POKE7407,165 (lives)
POKE11497,165 (time)
SYS4096

FRANTIC FREDDY
POKE9871,165 (lives)
SYS2088 OR SYS16501

FRIGHTMARE
POKE21839,173 (lives)
SYS16384

GAME OVER
POKE5713,165 (ammo)
POKE15566,165 (lives)
SYS2304

GARFIELD
POKE25389,173 (food)
POKE25370,173 (awakeness)
SYS24320

GHOSTS AND GOBLINS
POKE2358,173 (lives)
POKE3901,0 (time)
SYS2128

GUTZ
POKE48372,165 (lives)
POKE65436,0 (map time)
SYS2048

HENRY'S HOUSE
POKE4063,173 (lives)
SYS2560

HERO OF THE GOLDEN TALISMAN
POKE13458,173 (strength)
SYS8192

HIGH NOON
POKE16733,173 (lives)
SYS16384

HUMAN RACE
POKE5023,181 (lives)
SYS3700

HUNTER PATROL
POKE9307,165 (lives)
SYS12080

HUNTER'S MOON
POKE8155,165 (lives)
SYS6412

ICE PALACE
POKE13416,173 (energy)
SYS3200

IO
POKE25117,173 (lives)
SYS24586 OR SYS2512

LAST V8
POKE7149,173 (time)
POKE7326,173 (fuel)
POKE7858,173 (shields)
SYS3328

LAZY JONES
POKE4063,173 (lives)
SYS2061

METROCROSS
POKE13501,181 (time)
SYS4096

MOTOR MANIA
POKE8646,255 (lives)
SYS8000

NINJA SPIRIT
POKE10448,173 (lives)
SYS2051

NONTERRAQUEOUS
POKE30424,173 (psyche)
POKE28399,173 (bombs)
SYS30633

ORPHEUS IN THE UNDERWORLD
POKE18870,234
POKE18871,234 (lives)
SYS9728

PANTHER
POKE14370,165 (lives)
SYS4096

PARADROID
POKE5182,181 (energy)
SYS4096

PARK PATROL
POKE58474,173 (lives)
SYS2076

POD
POKE26364,173 (lives)
SYS26112

PURPLE HEART
POKE6466,173 (lives)
POKE19803,189 (ammo)
SYS3072

QUO VADIS
POKE24709,181 (energy)
SYS3488

RAINBOW ISLANDS
POKE29535,189 (lives)
SYS2061

RALLY CROSS SIM'
POKE6827,189 (time)
POKE6263,189 (fuel,oil,water)
SYS2071

RAMPARTS
POKE13931,96 (damage player1)
POKE14021,96 (damage player2)
SYS3077

RED HEAT
POKE3108,165 (lives)
SYS11883

RICK DANGEROUS
POKE27931,173 (lives)
POKE11193,173 (bombs)
POKE10886,173 (shots)
SYS2057 OR SYS2071

ROAD RUNNER
POKE43421,165 (lives)
SYS4126

ROBIN OF THE WOOD
POKE40857,165 (lives)
SYS16384 OR SYS36414

ROBOCOP
POKE44416,0 (energy)
SYS32768

ROGUE TROOPER
POKE17429,189 (strength)
POKE21603,189 (ammo)
SYS8195

RYGAR
POKE9551,165 (lives)
SYS2325

SABRE WULF
POKE45219,173 (lives)
SYS2061

SALAMANDER
POKE23615,165 (lives level 1)
POKE19740,165 (lives level 2)
POKE23199,165 (lives level 3)
POKE21049,165 (lives level 4)
SYS24019

SCOOBY DOO
POKE7760,173 (lives)
SYS2560

SENTINEL
POKE6679,173 (energy)
SYS16128

SHADOWFIRE
POKE25188,173 (time)
SYS16384

SHAO LINS ROAD
POKE17187,189 (lives)
SYS35800

SKATEROCK
POKE7715,165 (lives)
POKE2647,165 (time)
SYS2304

SKYJET
POKE27792,250 (lives)
SYS29350

SLAMBALL
POKE3245,250 (lives)
SYS2066

SOLOMONS KEY
POKE2213,165 (lives)
SYS49152

SORCERY
POKE56325,255 (slows time)
SYS31744

SPACE HARRIER
POKE6010,173 (lives)
SYS2128

SPOOKS
POKE14919,32
SYS5616

SPORE
POKE6313,96 (energy)
SYS4096

SPLIT PERSONALITIES
POKE7031,173 (173)
SYS13165

SPY HUNTER
POKE35914,255 (lives)
SYS32782

STAFF OF KARNATH
POKE5634,45
SYS2560

STARQUAKE
POKE12820,165 (lives)
POKE19161,169 (platforms)
POKE9559,169 (ammo)
POKE3546,181 (energy)
SYS3075

STEALTH
POKE30590,173 (lives)
SYS53055

STRANGELOOP
POKE45486,173
POKE44217,173 (lives)
SYS865

STREET SURFER
POKE3868,230
POKE3869,67
POKE3870,169 (lives)
SYS3072

SUPERMAN
POKE37940,0
POKE22605,0 (lives)
SYS4096

SUPER PIPELINE II
POKE33106,173 (lives)
SYS32784

TASKMASTER
POKE29577,234
POKE29578,234
POKE29579,234 (lives)
SYS27382

TERRY'S BIG ADVENTURE
POKE33082,173 (lives)
POKE39216,173 (rocks)
SYS27904

THRUST
POKE6139,234
POKE6140,234
POKE6141,234 (lives)
SYS2304

THUNDERBOLT
POKE4017,165 (smart bombs)
SYS28672

THUNDERBLADE
POKE13622,173
POKE13135,173 (lives, load 1)
POKE12423,173
POKE11936,173 (lives, load 2)
SYS4096

THUNDERCATS
POKE35088,173 (lives)
POKE15293,173 (time)
SYS2061

TLL
POKE47720,173 (lives)
POKE57607,173 (lives)
SYS5862

TOOBIN'
POKE29836,181 (lives)
POKE31722,181 (ammo)
SYS23040

TRAILBLAZER
POKE30889,189 (mega jumps)
SYS25729

TRAPDOOR
POKE14914,96 (time)
SYS14336

UNDERWURLDE
POKE34404,173 (lives)
SYS36209

UP 'N' DOWN
POKE36103,173 (lives)
SYS32768

VIDEO MEANIES
POKE22772,173 (lives)
SYS19723

WARHAWK
POKE27090,189 (energy)
SYS24604

WEST BANK
POKE12713,165 (lives)
SYS4100

WHIRLYNURD
POKE17201,250 (lives)
SYS16384

WHO DARES WINS II
POKE18105,173 (lives)
SYS16384

WILLOW PATTERN
POKE39855,234
POKE39856,234 (lives)
SYS2304

WIZARD'S LAIR
POKE49693,165 (lives)
POKE8361,181 (keys)
SYS49328

WONDERBOY
POKE2676,173 (lives)
SYS2112

YOGI BEAR
POKE6478,173 (lives)
SYS2067

Z
POKE6139,173 (lives)
POKE8340,173 (bombs)
SYS2304

ZYNAPS
POKE47106,189 (lives)
SYS32768

ZYRON'S ESCAPE
POKE1591,173 (lives)
SYS4166

SAMARITAN'S CORNER

Are you stuck on all your shoot 'em ups? Does every game get you down? When you think you've finally reached the end send your plea to: Samaritan's Corner, Commodore Format, 30 Monmouth Street, Bath BA1 2BW and we'll solve the problem that has you stumped. It doesn't matter how many games you want help on – if you give up, write in

WIZBALL

Euan Kerr is rather stuck with this superb shoot 'em up cum colour collecting spree, so for an infinite supply of lives merely type WIZBORE on the title screen, then start the game as usual. Alternatively, when you have lost all of your lives and the title page reappears, you can start on the level you last completed (along with any collected weaponry) by hitting the appropriate number on the keyboard!

WONDERBOY

Alice Brzozowski and her brother wondered if there was a POKE for this game, so here it is. Type it in, then RUN it for oodles of lives.

```
10 FORI=512TO562:READA:POKEI,A:
C=C+A:NEXTI:IFC=5325THENSYS520
20 PRINT"DATA ERROR":END
30 DATA 169,44,141,116,10,76,0,1,
169,40,141 40,3,169,2,141,41,3
40 DATA 198,157,169,0,162,1,168,32,
186,255,32,189,255,32,213,255
50 DATA 14,217,2,76,81,3,169,49,141,
159,2,169,234,141,160,2,96
```

Alternatively, anyone with a reset switch can enter POKE 2676,173 followed by SYS2112 to get things moving.

RASTAN

This POKE will let you traverse the land of wierd sprites with considerable ease, but lava and water still have to be avoided. Oh, and you can thank **Craig Sawyer** for requesting it. Go on then, thank him!

```
10 FOR X=400TO457:READB:POKEX,B:
C=C+B:NEXT:IFC=6543THENSYS400
20 PRINT"DATA ERROR":END
30 DATA 32,44,247,32,108,245,169,
163, 141,196,2,169,1,141
40 DATA 201,2,76,167,2,169,189,
141,116,1,169,1,141,117,1
50 DATA 169,88,141,211,2,169,96,
141,244,10,141,125,10,76
60 DATA 81,3,169,96,141,165,160,169,
173,141,7,201,76,26,129
```

FOOTBALL DIRECTOR

Here is a profit-making technique for **Craig Sawyer**. Just before the last match of the season, an infinite amount of shares can be sold unconditionally, the money from which is yours in the next season!

RAMBO III

Bit of a toughie this one, with **Neil McCallion**, **Craig Sawyer**, and **Gloria Gordon** (the computer playing grannie!) all requesting help. Well, here is a screen-by-screen guide for levels 1 and 2. Use it in conjunction with the listing in *CF9* and the game is a pushover. The usual U/D/L/R directions apply, DOOR means go through the door, and LEFT DOOR /RIGHT DOOR/ TOP DOOR tells you which door to go through. Ok?

LEVEL 1

From the start: R, DOOR, U, U, DOOR, R, U, L, COLLECT GOGGLES BATTERY, U, DOOR, GET DETECTOR, U, U, GET MEDKIT, D, D, DOOR, R, R, R, R, U, R+D, D, GET LIGHT KEY, U, U, L+U, TOP DOOR, L, HIT SWITCH, R, DOOR, D, D, L, L, L, D, D, L, DOOR, R, D, DOOR, U, U, GET ARROWS, D, DOOR, D, GET SILENCER, U, RIGHT DOOR, D, DOOR, D, LEFT DOOR, LEFT DOOR, GET GOGGLES, RIGHT DOOR, RIGHT DOOR, U, RIGHT DOOR, D, DOOR, GET GLOW TUBE, RIGHT DOOR, U, DOOR, LEFT DOOR, U, R, DOOR.

You are now outside: U, U, U, U, U, L, L, L, L, L, L, U, U, U, U, U,GET ANTI-PERS MINE, U, DOOR, D, D, D, R, D, GET DARK KEY, D, USE DARK KEY, DOOR, GET DETECTOR BATTERY, DOOR, L, U, U, U, U, DOOR, D, HIT SWITCH, U, DOOR, U, R, R, R, D, HIT SWITCH, U, L, L, D, D, D, R, DOOR, GET RUBBER GLOVES, DOOR, R, R, U, DOOR, RIGHT DOOR, GET MEDIKIT, DOOR, LEFT DOOR, D, R, D, GET PISTOL, D, USE LIGHT KEY, DOOR.

You are outside again: D, R, R, U, U, U, U, U, U, DOOR, R, R, DOOR, D, D, D, DOOR, USE GLOW TUBE, D, DOOR, D, GET UNIFORM, U, DOOR, U, DOOR, USE UNIFORM, D, D, D, USE LIGHT KEY, RIGHT DOOR, U, U, GET MEDIKIT, D, D, DOOR, D, D, RIGHT DOOR, D, GET ARROWS, U, DOOR, D, D, D, L, L, DOOR, U, U, GET MACHINE GUN (UZI 9MM!), D, D, DOOR, U, U, U, HIT SWITCH ON WALL WITH EXPLODING ARROWS, DOOR, AND YOU'VE COMPLETED THE SECTION!

LEVEL 2

From the start: R, R, U, U, SET BOMB, R, R, U, U, SET BOMB, L, L, L, L, L, L, L, L, L, L, D, SET BOMB, U, R, R, BLAST DOOR + GO THROUGH. R, U, SET BOMB, R, R, R, R, R, R, U, SET BOMB, L, L, U, GET MEDIKIT, U, R, BLAST DOOR + GO THROUGH. L, L, L, L, L, L, L, L, L, U, SET BOMB, U, U, R, R, R, SET BOMB, R, R, R, GET MEDIKIT, R, D, D, GET MEDIKIT, R, R, R, BLAST DOOR + GO THROUGH, SET BOMB, L, WALK UP TO CHOPPER TO COMPLETE THE SECTION!

NB. To set a bomb, just walk over it, and blast doors using the exploding arrows. No tips for level 3, it's just an out & out shoot 'em up. Good luck!

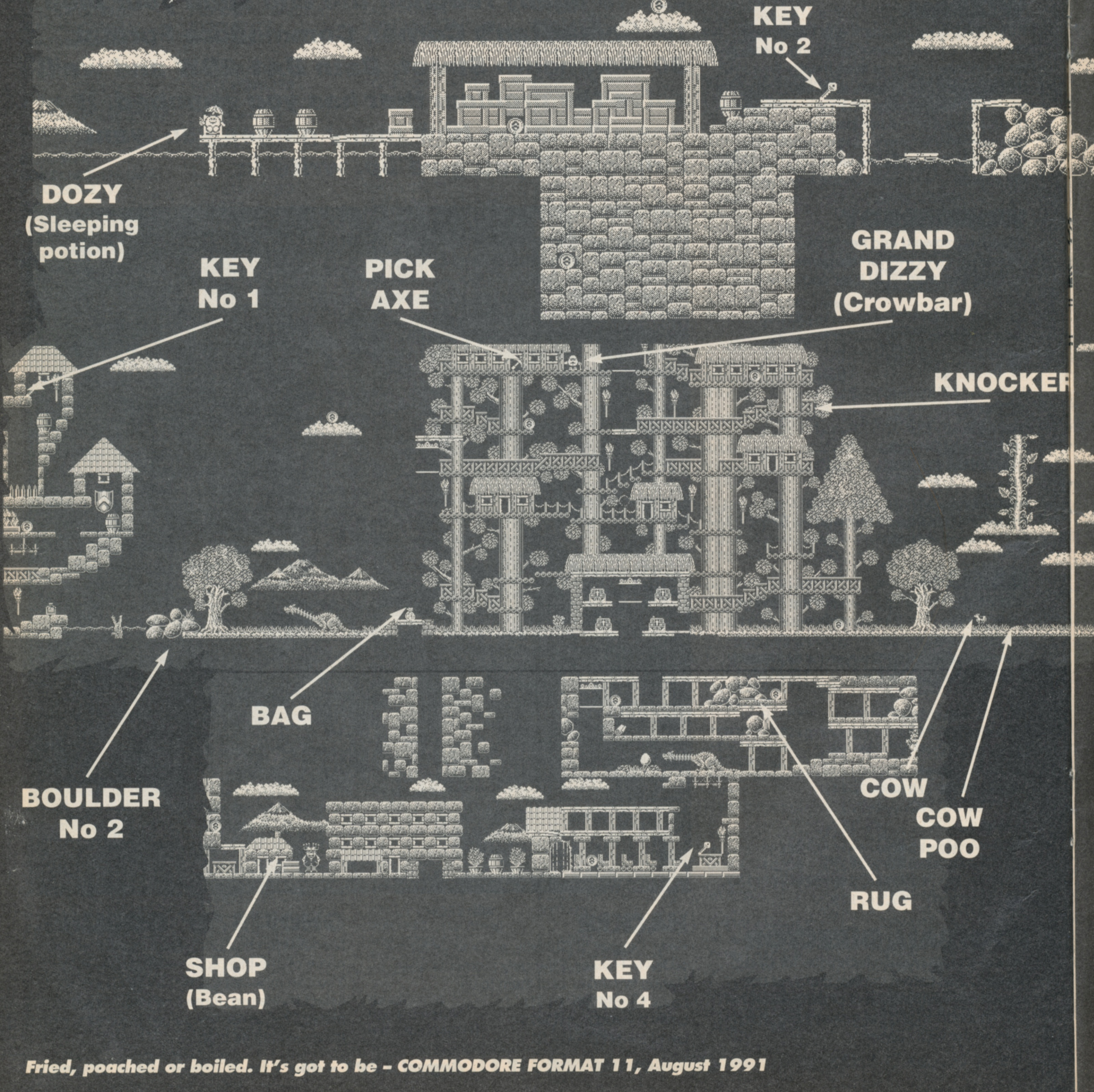
HACKER

Peter Doppell of Grimsby wrote to us for the codes to Hacker. Strangely moments later, Gerald Whittaker sent them to us.
Level 1 – MAGMA, LTD
Level 2 – AXD-0310479
Level 3 – HYDRAULIC

GHOSTS 'N' GOBLINS

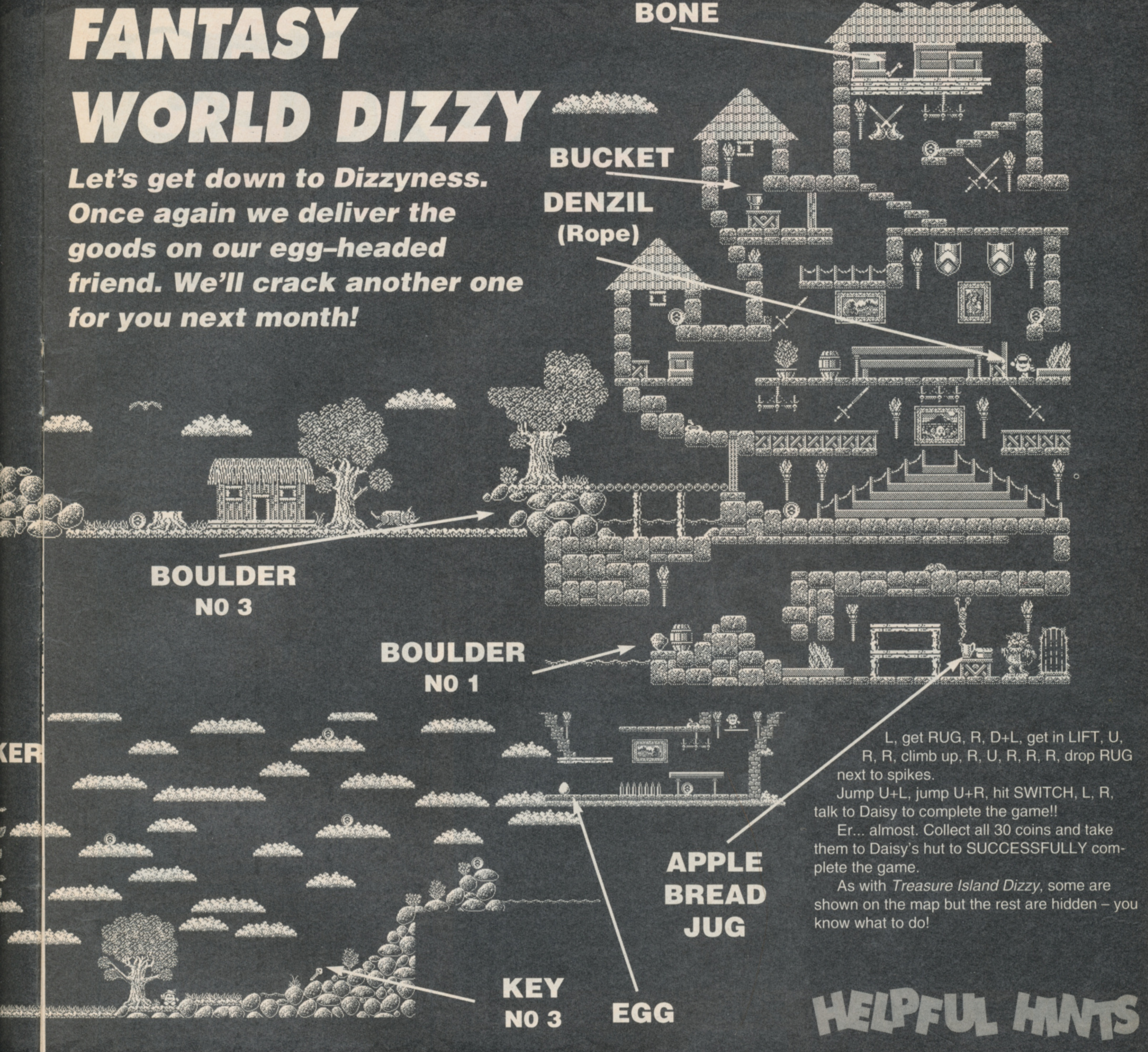
Michael Harris of Bude listen up! Enter your name on the high score tableas DELBOY. You can now use the first three F keys to select levels two, three and four. What's more, F7 enables you to see the end screen. It's as simple as that.

FRAME
BUSTERS


KEY
No 2
DOZY
(Sleeping
potion)
KEY
No 1
PICK
AXE
GRAND
DIZZY
(Crowbar)
KNOCKER
BOULDER
No 2
BAG
COW
COW
POO
RUG
SHOP
(Bean)
KEY
No 4

FANTASY WORLD DIZZY

Let's get down to Dizzyness. Once again we deliver the goods on our egg–headed friend. We'll crack another one for you next month!



From the start: drop the APPLE next to the Troll, get the BREAD and the JUG OF WATER, drop JUG next to fire.

L, get BOULDER, U+R, drop BREAD in centre of passage, U, drop BOULDER, R, jump Crocodile and get BOULDER.

L, drop BOULDER, U+L, hit SWITCH, U, R, jump U+L, jump U+R, U, U, get BONE.

D, R, get KEY, L, D, L, D, R, drop KEY and get BOULDER, L, L, drop BONE at cave entrance and get BOULDER.

L, L, drop both BOULDERS in water, R, R, R, R, get BOULDER, L, L, L, L, drop BOULDER in water, L, L, L.

Get SLEEPING POTION from Dozy, R, R, R, get KEY, R, R, R, R, R, R, drop POTION next to Dragon, L, L, get KEY, R, R, R.

Get BAG (to carry more objects), U+R, R, D+L, put keys in LIFT CONTROLS, R, R, R, R, get KEY, L, L, L, L, put KEY in LIFT CONTROL. R, U, L, L, get in LIFT, R, U, get in LIFT, get CROWBAR from Grand Dizzy, L, get PICK AXE, R.

Get in LIFT, D, L, get in LIFT, R, R, D, R, get COW, L, U+L, L, drop CROWBAR on hatch, fall D. Weird City!

Go L, give COW to Shopkeeper, get BEAN, R, R, get KEY, L, D, go U+R, R, D+L, put KEY in LIFT CONTROL, R, R, plant BEAN in the... er... poo.

L, U, L, L, get in LIFT, R, U, R, get KNOCKER, L, D, L, get in LIFT, fall D+L, L, L, U+L, U, R, jump U+L, jump U+R, U.

Drop KNOCKER by door to open it, L, get BUCKET, R, D, L, D, R, R, R, R, U+R, R, R, R, R, fill BUCKET in pool, L, L.

Drop BUCKET on the poo-poo, climb Up, R, U, R, R, get DRAGON'S EGG, fall D, L, D, L, L, L, L, get in LIFT, drop EGG on nest.

R, jump on left hand ledge, drop PICK AXE, L, get RUG, R, D+L, get in LIFT, U, R, R, climb up, R, U, R, R, R, drop RUG next to spikes.

Jump U+L, jump U+R, hit SWITCH, L, R, talk to Daisy to complete the game!!

Er... almost. Collect all 30 coins and take them to Daisy's hut to SUCCESSFULLY complete the game.

As with *Treasure Island Dizzy*, some are shown on the map but the rest are hidden – you know what to do!

HELPFUL HINTS

* The majority of the hidden coins can be found behind railings.

* The bag is hugely useful as it allows you to carry loads of objects.

* Be careful when riding in lifts – it's all too easy to get caught in the cogs.

* Talk to Denzil to gain a rope – you can then use this to great effect by dropping it on the crocodile to stop it snapping.

* Some of the fluffy-wuffy little clouds can be jumped on, some can't... get to know which clouds are which and use them!

* Before you flick the switch to rescue your beloved Daisy, try collecting the coin that sits underneath the table.

POWER PACK POKES

PowerPack 8

MEAN STREAK

```
0 REM MEAN STREAK CASSETTE CHEAT
1 FOR X=517 TO 588: READ Y: C=C+Y:
POKE X,Y: NEXT
2 IF C=7269 THEN POKE
157,128:SYS517
3 PRINT "DATA ERROR"
4 DATA 169, 18, 141, 40, 3, 169, 2,
141, 41, 3, 32, 86
5 DATA 245, 169, 32, 141, 178, 2,
169, 2, 141, 179, 2, 96
6 DATA 72, 77, 80, 169, 32, 141,
222, 3, 169, 51, 141, 223
7 DATA 3, 169, 2, 141, 224, 3, 32,
69, 3, 96, 169, 173
8 DATA 141, 56, 11, 141, 56, 39,
141, 80, 17, 169, 165, 141, 180
9 DATA 43, 141, 102, 28, 141, 205,
33, 238, 32, 208, 96
```

TOP DUCK

```
0 REM TOP DUCK CASSETTE CHEAT
1 FOR X=517 TO 580: READ Y: C=C+Y:
POKE X,Y: NEXT
2 IF C=6739 THEN POKE157,128:
SYS517
3 PRINT "DATA ERROR"
4 DATA 169, 18, 141, 40, 3, 169, 2,
141, 41, 3, 32, 86
5 DATA 245, 169, 32, 141, 178, 2,
169, 2, 141, 179, 2, 96
6 DATA 72, 77, 80, 169, 32, 141,
222, 3, 169, 51, 141, 223
7 DATA 3, 169, 2, 141, 224, 3, 32,
69, 3, 96, 169, 173
8 DATA 141, 157, 73, 141, 168, 73,
141, 154, 73, 141, 165, 73
9 DATA 238, 32, 208, 96
```

PowerPack 9

ZAMZARA

```
0 REM ZAMZARA CASSETTE CHEAT
1 FOR X=271 TO 307: READ Y: C=C+Y:
POKEX,Y: NEXT
2 IF C=3622 THEN POKE
157,128:SYS271
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 4, 141,
10, 5, 169, 37, 141, 12, 5
5 DATA 96, 72, 77, 80, 141, 32,
208, 72, 169, 173, 141, 201, 18
6 DATA 141, 99, 33, 141, 255, 22,
141, 33, 21, 104, 96
```

BULLDOG

```
0 REM BULLDOG CASSETTE CHEAT
1 FOR X=268 TO 301: READ Y: C=C+Y:
POKEX,Y: NEXT
2 IF C=3755 THEN POKE157,128:SYS268
3 PRINT "DATA ERROR"
4 DATA 32, 44, 247, 32, 108, 245,
169, 56, 141, 94, 4
5 DATA 169, 61, 141, 96, 4, 96, 72,
77, 80, 238, 32, 208
6 DATA 72, 169, 173, 141, 226, 20,
141, 123, 44, 104, 96
```

OPERATION WOLF

Richard Kelly of somewhere unpronounceable in Yorkshire has sent in a few POKEs for use with an Action Replay Cartridge.

POKE 34952,165 – Infinite grenades
POKE 36009,165 – Infinite energy
POKE 35051,165 – Infinite bullets
POKE 34813,173 – Infinite rapid fire

The following POKEs can be used by anyone with a reset switch or similar device and they've been sent by **Scott McKinley** of Dundee, **Mark Farrimond** of Bolton and **Robert Pinder** of Kent.

LIVING DAYLIGHTS

POKE 43900,238 – Infinite lives
SYS 4352 to restart the game

BOMBJACK

POKE 5112,0 – Infinite lives
SYS 3101

720°

POKE 2398,173 – Infinite lives
POKE 11793,96 – Infinite money
SYS 2128

SLAMBALL

POKE 3245,250 – Infinite lives
SYS 2066

FIGHTING WARRIOR

POKE 5687,165 – Infinite lives
SYS 49278

DROPZONE

POKE 2316,255 – Infinite bombs (well, 255 anyway) SYS 1006

METROCROSS

POKE 13501,234
POKE 13502,234 – Infinite lives
SYS 4096

Power Pack 10

PARK PATROL

```
0 REM PARK PATROL CASSETTE CHEAT
1 FOR X=517 TO 571: READ Y: C=C+Y:
POKE X,Y: NEXT
2 IF C=5767 THEN POKE157,128:SYS
517
3 PRINT "DATA ERROR"
4 DATA 169, 18, 141, 40, 3, 169,
2, 141, 41, 3, 32, 86
5 DATA 245, 169, 32, 141, 178, 2,
169, 2, 141, 179, 2, 96
6 DATA 72, 77, 80, 169, 32, 141,
222, 3, 169, 51, 141, 223
7 DATA 3, 169, 2, 141, 224, 3, 32,
69, 3, 96, 169, 173
8 DATA 141,252,135,238,32,208,96
```

ANARCHY

```
0 REM ANARCHY CASSETTE CHEAT
1 FOR X=517 TO 579: READ Y: C=C+Y:
POKEX,Y: NEXT
2 IF C<>6224 THEN PRINT "DATA
ERROR": END
3 PRINT CHR$(147)
4 INPUT "DO YOU WANT INFINITE
LIVES Y/N";A$:IF A$="Y" THEN
POKE573,141
5 INPUT "DO YOU WANT INFINITE TIME
Y/N";B$:IF B$="Y" THEN POKE568,141
6 INPUT "DO YOU WANT INVINCIBILITY
Y/N";C$:IF C$="Y" THEN POKE565,141
7 POKE 157,128: SYS 517
8 DATA 169, 18, 141, 40, 3, 169,
2, 141, 41, 3, 32, 86
9 DATA 245, 169, 32, 141, 178, 2,
169, 2, 141, 179, 2, 96
10 DATA 72, 77, 80, 169, 32, 141,
222, 3, 169, 51, 141, 223
11 DATA 3, 169, 2, 141, 224, 3,
32, 69, 3, 96, 169, 0
12 DATA 174, 202, 32, 174, 97, 31,
169, 11, 174, 61, 33
13 DATA 238, 32, 208, 96
```

ROLLING THUNDER

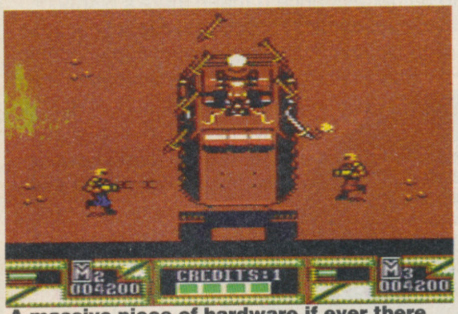
POKE 33570,173 – Infinite lives
SYS 32768

HEROBOTIX

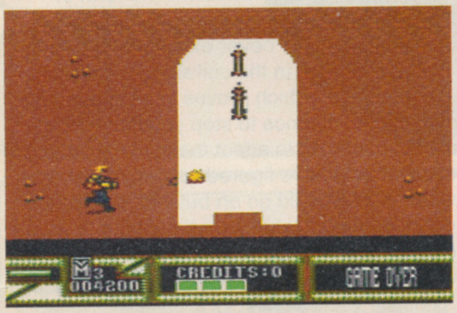
POKE 33342,169 – Infinite lives SYS 29969

Send your budget games cheats, tips and POKEs to:
FrameBusters,
Commodore Format,
30, Monmouth Street,
Bath BA1 2BW

MERCS



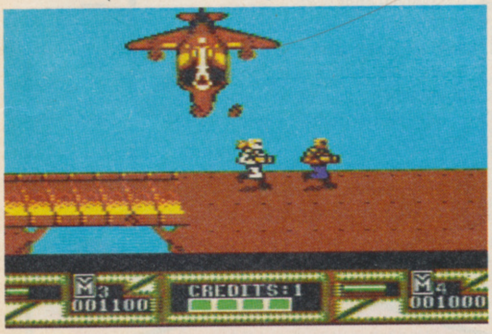
A massive piece of hardware if ever there was one. This level two nasty moves up and down the screen firing missiles



When you register a hit on it, your eyes are treated to this dazzling display of pyrotechnics *(Er, isn't it just turning white? Ed)*

A kidnapped ex-US president is held hostage in Africa, but the government has decided not to use military intervention. Instead they've decided to hold a peace summit with the Zutulan revolutionaries in order to secure the former president's release through diplomatic means. You have to sit around a big table, bandy words, make statements to the press... (*very ideologically sound – Ed*).

Hrmph, tricky! Okay let's try this. You must play the part of an elite corps of mercenaries who toddle off to Africa without a care in the world (for peace), to kick seven shades of rebellion out of the Zutulans, for cash... and release the aforementioned American official (*that's a ho'lotta gung there – Ed*).



The end-of-level 'thing' in the first stage must be a harrier jump jet in fancy dress, as it can float eerily in one place. In fact that's all it does

It's a one- or two-player game (the two player option being simultaneous). The screen display is vaguely similar to *Commando*, your characters being viewed from overhead at a 45 degree angle. But that's where the similarity ends.

There are eight levels to descend. They scroll with a bit of side-to-side wobble thrown in for good measure. You're equipped with a basic gun but more potent firepower can be obtained by shooting crates that lie scattered among the scenery. These crates also contain power-ups and bonus energy. You also have a limited number of smart bombs which are accessed by pressing and hold the fire button for a short time.

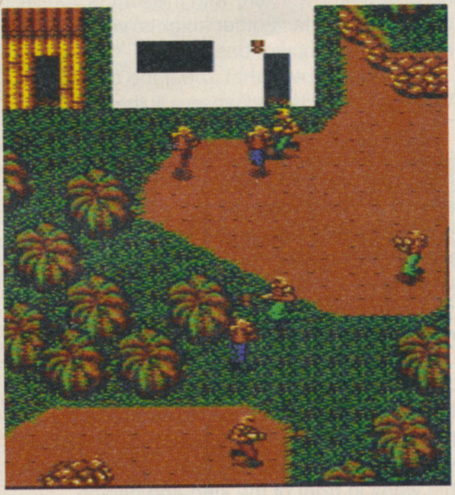
Your opponents are rebels who look the same as you but wear green trousers. They have gunners surrounded by sandbags, tanks, and inevitably end-of-level super nasties. These take the form of oddly floating jet fighters, mammoth tanks, helicopters – potent military hardware dreams.

If your tired little mercenary legs aren't up to the challenge, you can, on certain levels, seek out alternative forms of transport. Level two for instance contains an armoured car. Sadly it's completely useless as it moves the same speed as a regular foot-soldier, soaks up hits at an appalling rate and fires slowly. In one of the later levels you can board a dinghy. Alternatively get bored in a dinghy.

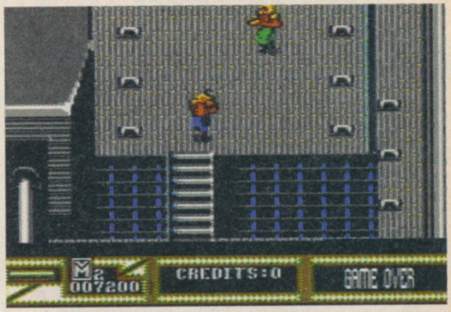
Your biggest problem is the random nature of enemy attacks, including the EOL baddies. There are no attack waves to learn, no shortcuts to discover. It's basically a case of wading in and hoping the continue options last long enough to get you through.

The one-player option is deathly dull for this very reason, at least in two player mode you can get a bit further to relieve the boredom. A little more thought on the playability front would have made this game quite palatable. There are some real graphic hits but there's no consistency. The best graphics are interspersed with appalling explosion effects. Average sounds don't rescue it from this dullness. A game based on a peace summit would have been far more exciting.

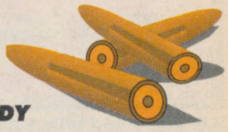
ANDY



That must be the White House then. No, it belongs to the Zutulans and explodes just like everything else



Here we are, players one and two, sharing in the Zutulan bashing that this game is all about. Are we interested? Do we look it?



Game	**MERCS**
Publisher	**US Gold**
Cassette	**£11.99**
Disk	**£16.99**

POWER RATING

THE DOWNERS...

- There are no tactics to learn – you just plough on in
- The end-of-level baddies require the same treatment
- Not a single exciting sound effect to be heard
- Special vehicles are a let down – they just move too slowly
- Especially dull for the single player
- Let down by some poor special effects – explosions are poor

100

51%

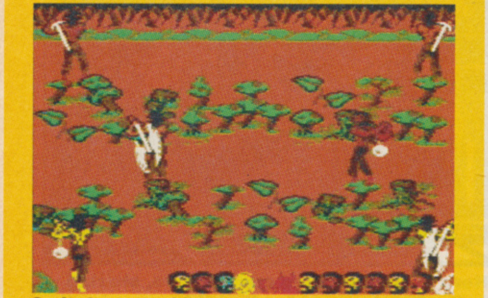
0

- **There are eight choc-a-block levels to completely thrash**
- **The simultaneous two-player option provides the best entertainment**
- **The action *is* frantic**
- **Some of the scenics are eyecatching enough**

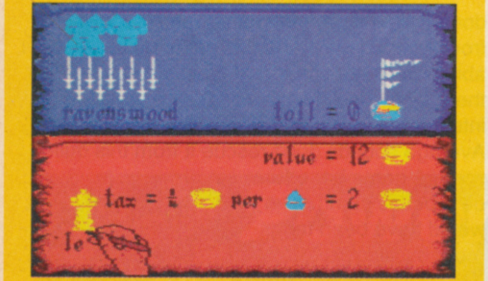
...AND THE UPPERS

BETRAYAL

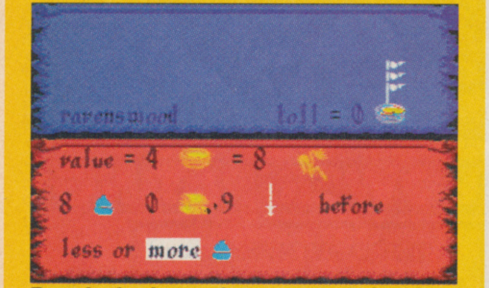
Bored of the backstab



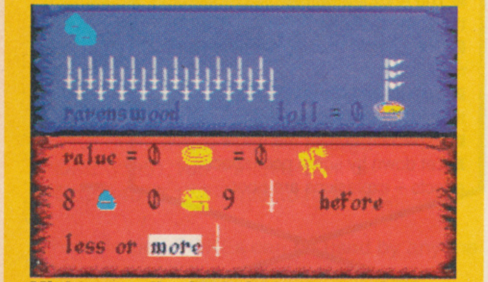
Switch control between characters on the left in battles for villages



Set taxes and tolls – assuming you can get any response from the controls



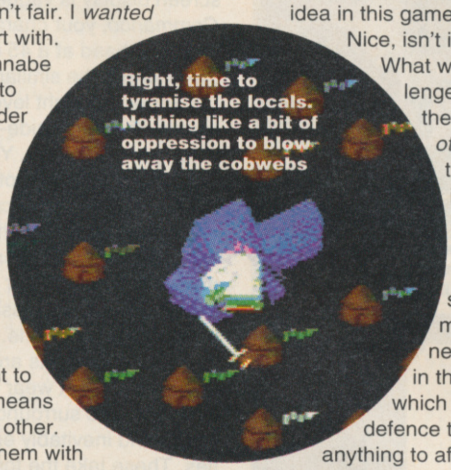
Everybody shares the same trade in this town but there's no way to tell which one



Might as well ruin their day by turning the entire population into frenzied psychos

This is what it's all in aid of. Gain control of the king's court (left) and the bishop's court (right). Hey, don't they look surprisingly (yawn) different?

Everything about this game is so impenetrable that now I come to write this, I don't know where to begin. I don't know why, for a start, I didn't beg somebody else to do it. Wait a minute, that wasn't fair. I *wanted* to play this game to start with.



Right, time to tyranise the locals. Nothing like a bit of oppression to blow away the cobwebs

You play a king wannabe who's only going to get to the top of a slippery ladder of power by standing in everyone else's face and climbing like crazy. Three others play against you with the same odds.

There are two bases of power, the king's court and the bishop's court. You want to get them both and the means to get one works for the other. You get them by filling them with people on your side. There's room for 24 people in each court and everybody in this backstabbing extravaganza starts with eight 'courtiers' present. Each courtier comes from a village. The village's allegiance is the same as its courtier... until it's vanquished in battle. Then its allegiance is that of the victor.

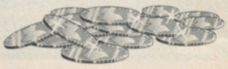
Each village generates wealth by producing crafts and crops. Squeeze production of these to the limit and you get hard cash. You raise tolls on your villages for more cash. You raise personal forces by recruiting from each town's militia, being sure to leave them with enough strength to defend themselves if attacked. When you put the pressure on a village, it starts to think twice about what it thought you were so good for in the first place. No problem. When you notice this (the village's pennants start coming down), put your foot down and hit them with a heavy dose of tyranny. Then, with the forces you've conscripted, attack other knights' villages and increase your power base.

Wait a minute, what about the others? What will they do and when will they do it? The game is split up into ragged subdivisions of turns and sub-turns, moves, clicks... (But look, don't worry. I've got to tell you now, my advice to you is never play this game.) Your enemies play to win and you simply have to play better. In practice, computer controlled opponents follow their programming while you desperately try to find something in the manual or on the screen that makes sense.

I could just say, 'It's like medieval *Supremacy* but they've made a complete hash of it.' But I thought this game might have been better than *Supremacy*. Anyway, you're generating all this cash so you can put big wads in front of the king and bishop. There's a minimum payment to make to avoid a penalty.

You have to spy on your opponents. As they're all doing what you're doing, it's easy to gather evidence (I mean there's plenty of evidence around – nothing is actually easy to *do* in *Betrayal*). *But they will do it to you.* The idea in this game is not to hold back. Nice, isn't it?

What we're here for is a challenge. But the point, or rather the disappointment, is the *other* challenge, the one they don't tell you about in the manual. It *is* the manual. It's lack of definitions, order and clarity. It's on the untidy screen in the form of mysterious icons, some never explained. It's even in the collision detection which proves to be a last ditch defence to stop you from doing anything to affect the running program even when you've figured out what it is you want to do. I could go on but with only one good feature to mention, why should I? Steer clear or you'll feel... well, take a guess.



SEAN

Game	**Betrayal**
Publisher	**Microprose**
Cassette	**not available**
Disk	**£20.42**

POWER RATING

THE DOWNERS...

- The 90 page manual tells you what's at the heart of the game but completely fails to make the mechanics clear. It leaves whole areas unexplained, others explained badly and most in the wrong order
- The controls don't respond well at all. You can spend minutes trying to get a response from a single click
- Presentation is inconsistent and needlessly confusing
- The multi-player option is guaranteed to cost you friends
- With information being so hard to physically access, the drawn out gameplay just doesn't make it worth the effort
- The graphics are as tedious as sin
- A bug sometimes causes the game to crash immediately after loading

100

16%

0

- **Interesting arcade combat**

...AND THE UPPERS

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Chess Player 2150 - *By CP Software*	£24.95
Drivin' Force - *By Digital Magic*	£24.95
Live & Let Die - *By Elite*	£19.99
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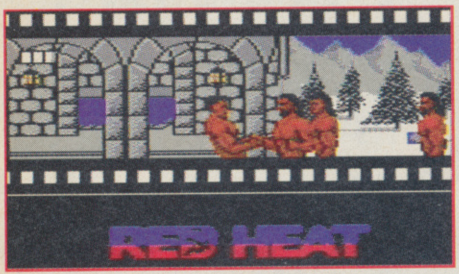
***'Eating a pizza reduced to half price because it was (only) two weeks past its sell-by date was just too good an opportunity for me to miss. Not surprisingly it gave me the most horrendous nightmares imaginable. Still, surviving the episode has put my good self in a better mood than usual'* (Ha! – Ed)**

RED HEAT

Hit Squad, £2.99

Better make sure you have a joystick constructed of titanium for this one. It's a scrolly beat 'em up based on the film featuring that placid, timid conscientious objector Arnie Schwarzenbergermergendorfer. He plays a Russian dick (*that's American for detective – Ed*) who has teamed up with an American Dickski (*that's 'detective' in defective Russian – Ed*) in order to break up a Soviet drug smuggling operation. In the game only the Russian appears.



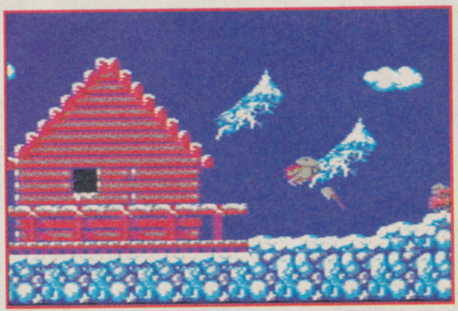
Who's idea was it to hold the nudists' convention in Siberia this year? The scenery is gorgeous, the gameplay ain't

Actually it's all pretty tedious. You move along a scrolling backdrop, minding your own business until a group of adversaries try to 'ave a go. Then you either head butt or punch them. There are a few in-betweeny screens to break up the monotony of the levels but all in all it's pretty poor, which is sad really as the graphics are fine.

RED HEAT

No amount of snazzy digitized graphics can mask a repetitive and ultimately annoying beat 'em up. Give this Arnie blarney a wide berth.

FRAME RATE 38%



Impossamole leaped bravely onward... only to have his little furry head cleaved in two by the infinitely more skillful axe murderer

IMPOSSAMOLE

Gremlin, £3.99

By 'eck what a bargain. Monty Mole's startling comeback has appeared on budget! For the reduced price is a bit of a wheeze and no mistake. In this game young Monty has been transformed by aliens into Impossamole. They did this so that he could travel to their home planet in order to retrieve five sacred scrolls from something unmentionable and to save their own necks into the bargain.

There are five levels of platform-foolery, the first four of which can be played in any order. This means you can fully practise them before trying to work your way through all five levels in sequence to complete the game.

Each level takes place in a different region. The aliens in question must be earthlings though as the levels have names like The Orient and Iceland...very odd.

When you first start all you can do is run and jump. You soon come across weapons which make killing your foes a whole lot easier. Some enemies can be killed, like the skeletons, but others such as the birds merely serve to mess you up a bit and get in the way.

The graphics are splendid and it's all very playable but it lacks the polish which made the *Rick Dangerous* games so good. Still, this isn't *Rick D* and as a platform game in it's own right and at budget price it's great value for money.

IMPOSSAMOLE

What may have been slightly disappointing at full price has finally found its niche. Being able to practise individual levels is a nice touch, making this one worth...

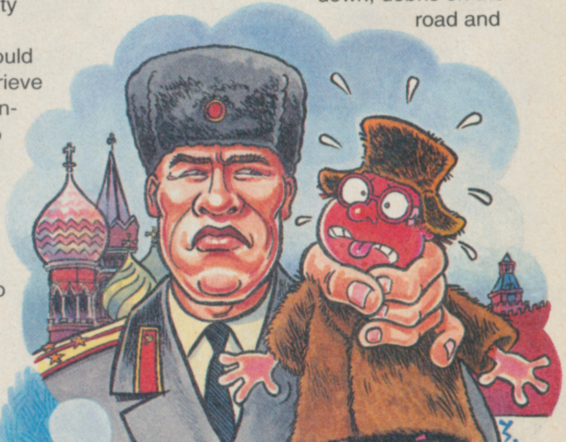
FRAME RATE 80%

LED STORM

Kixx, £2.99

Slick stuff this one. It's a race game but set in the future. It takes place on a track floating high above the city. Sometimes gaps appear in the road through which you can plummet to your doom. To prevent this hideous happenstance occurring, press fire to make your car leap the divide.

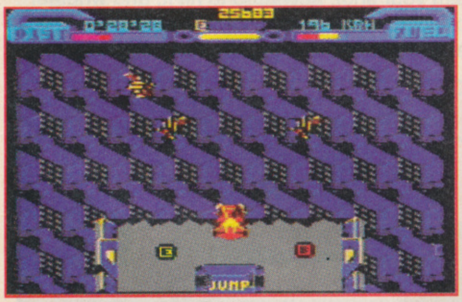
Hazards include other cars, little froggy things that grab onto your car to slow you down, debris on the road and



Now look here, Arnie old boy. My Mother will kill you if you get blood all over my bearskin coat (gulp)

Who you gonna call? Not Roger 'I haven't got the sense I was born with' Frames, that's for sure

huge trucks which get in your way and invariably lead to your squashy demise. There are loads of stages to get through and they are well-hard. In fact if there was one criticism of the game it would have to be it's high difficulty level. Still, it provides one hell of a challenge and what's more has smooth, fast graphics that'll blow your pantaloons off.



Be sure to line up with the ramp or you might find yourself plummeting city-ward, which is definitely not recommended

LED STORM

If a dodgy pizza doesn't keep you up all night, then this will. Fast, colourful, hard and as slick as the hair left on the dep ed's head is this LED.

FRAME RATE **88%**

QUATTRO RACERS

Codemasters, £2.99

The codies are up to their old tricks again. Yet another Quattro title means yet another themed games compilation and this time it's all about types of racing... er, except for *BMX Freestyle* which isn't really a race at all.

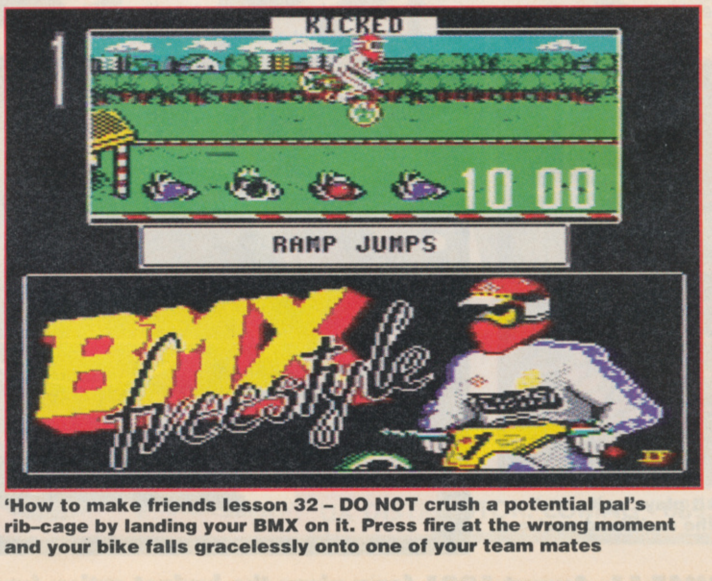
First off we have *BMX Simulator 2* (which is a race). This is basically a race between four mad cyclists who fall off at alarmingly regular intervals. If you saw the first *BMX Sim* then you won't find anything new here.

Next comes the *ATV Simulator*. ATV means All Terrain Vehicle and if you don't know what that is, it's a four wheeled motorbike with bloomin' massive knobblies (*that's tyres to you and me folks – Ed*). This one is viewed side on and you have to regulate the speed of your ATV and the amount of lift on your front wheels in order to negotiate hazards. These include fences, icy slopes logs and so on. It's simplistic but despite this it's a reet rivetting play.

Championship Jet Ski comes next. Not much to say about this one except that it's like *BMX Simulator* but on water.

Last comes *BMX Freestyle*, a series of cycle related challenges ranging from the ludicrous 'perform a 45 foot wheelie' section to the not so ludicrous but far more difficult half pipe in which you cycle from one side to the other without falling off.

All the games are fairly good fun but that's all. There are four of them so there's a bit of good value to be had but don't expect to be stunned.



'How to make friends lesson 32 – DO NOT crush a potential pal's rib–cage by landing your BMX on it. Press fire at the wrong moment and your bike falls gracelessly onto one of your team mates

QUATTRO RACERS

Despite being a bit crude, all four of these games have a strange way of keeping you playing. For this reason alone you should give it a go.

FRAME RATE **74%**

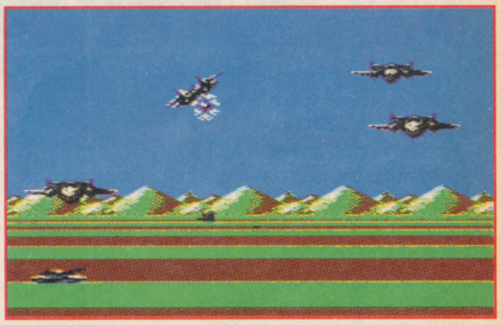
QUATTRO FIREPOWER

Codemasters, £2.99

Gawd I'm up to my neck in Quattro budget compilations. This one is entitled *Firepower* and, quite frankly it's about as interesting as the editor's life story. Of the four shoot 'em ups there are two vertical scrollers, one horizontal scroller and one dogfight á la *After Burner*. *Mig 29* the *After Burner* rip off is a bit sad to say the very least so I'll say no more about it.

Poltergeist (the resident horizontal scroller) is only marginally better. It's dead fast and smooth but seems to follow no fixed pattern of enemy attacks. This, alongside the tricky controls, means it's frustratingly difficult to progress.

Lazer Force is a shoot 'em up with a difference as it incorporates scenes reminiscent of many old classics. Let me



Cor blimey! It looks amazing. It's just a shame that it plays like a large bucket of dung. Unfortunately the same is true for all four of the games on this budget compilation

Roger's Briefs

QUATTRO CARTOON

CodeMasters, £2.99

Four arcade adventures in this Codies package. *Frankenstein Jnr* is dreadful and the worst of the lot. *Wizard Willy* is a pretty little platform jobby though. So what with that, *Olli & Lissa 3* and *Little Puff* it's a tidy little gathering even if it isn't going to set the world on fire.

FRAME RATE **66%**

MULTIMIXX 3

Kixx, £4.99

Three Capcom classics, so the packaging says. In truth *Street Fighter* is a fairly poor horizontally scrolling beat 'em up. *1943* is a vertically scrolling average shoot 'em up.

However *Bionic Commando* is brilliant. It's worth buying just for that. Believe it, it's true.

FRAME RATE **72%**

explain. The first level scrolls horizontally. Then you go into a game that looks a lot like *Centipede*: a deadly creepy crawly travels down the screen to destroy you. Unfortunately there are so many other things on screen at once it's horribly unplayable. Next comes a docking sequence (remember *Moon Cresta*?) and, finally, a high speed race against the clock through a narrow causeway. Once you've completed all of this section it's back to the start but this time the first stage is different and the other bits harder than before. It could have been a great little game but your opponents appear and move so randomly it's annoying to play.

Terra Cognita is the final game and is a bog standard horizontal shoot 'em up. There are bits of scenery that kill you and other bits that, when shot at, furnish you with all sorts of bonuses and power ups.

All four games are very well programmed indeed with fast flicker free graphics and imaginative sprites and backdrops. Unfortunately, little attention has been paid to playability in any of them.

QUATTRO FIREPOWER

Absolute shoot 'em up freaks may find some pleasure in this but the lack of a good game design makes it more annoying than engrossing.

FRAME RATE **60%**

GHOSTBUSTERS II

Hit Squad, £2.99

I'm convinced I review a different *Ghostbusters* game every single month. This is based on the second film and consists of three levels of wraith walloping arcade action of one sort or another.

Level one sees one of the 'busters lowering himself down into the city's sewers to collect a slime sample. You can swing your man left or right and raise or lower him. Meanwhile, various ghostly hands and ghoulish blobs try to impede your progress and frighten you into falling. One creature even attaches itself to your rope and bites through it. Typical.

Level two has you piloting the Statue of Liberty, or should that be driving? To be honest the statue moves by itself. All you have to do is send groups of tiny little people back and forth along the pavement. They collect little blobs of slime in order to keep the statue's energy level topped up. Ghosts glide through the air, threatening to reduce the statue's energy when they come into contact with it.

The third and final level involves absailing into the museum, rescuing Oscar the sprog and killing Vigo the Carpathian. Throughout the graphics are excellent, and gameplay certainly isn't lacking either. But sometimes it becomes frustrating, not least because of the vile multiload.

GHOSTBUSTERS II

If you have the patience of a saint and can ignore the hideous multiload delay, then there is a graphical treat in store.

FRAME RATE **43%**

AMERICAN 3D POOL

It's a Corker!

Zeppelin, £2.99

This game arrived in the *CF* office very late in the schedule but thank your lucky stars that we managed to squeeze it in because it's splendid. Don't confuse this with Firebird's *3D Pool* which had a table viewable from any angle. This is nowhere near as technically brilliant as that but it does play exceedingly well nevertheless.

There are loads of game options. Play on your own, against a friend, against up to seven friends in the tournament, against the computer in a tournament, play trick shots... ooh I could go on all day.

Playing against the computer is a hoot but it's also a little strange. Quite often your 64 will make an appalling shot making you think it's crap. Once it's lulled you into this false sense of security it cleans up, leaving you with a dozen eggs on your face, grade A at that.

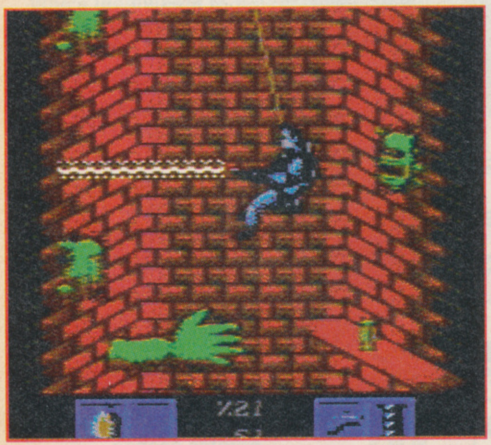
The screen display is nice and clear with a 2D representation of the table on which you can line up your shot. Once you've done this and set the power and spin of the shot it switches to the 3D screen. This is fast and glitch free and adds to the overall realism a great deal.

Being American pool, the rules can appear odd at first but you soon get the hang of them. The trick shot option is great fun too, if a little easy. There are ten different ball configurations or tricks to complete. In some you have to pot all the balls with just one shot. In others you only have to pot specified balls. All you have to do is work out where to aim your shot, how hard to hit it, and whether or not to spin it. *A3DP* is neat, visually appealing and above all massively playable.

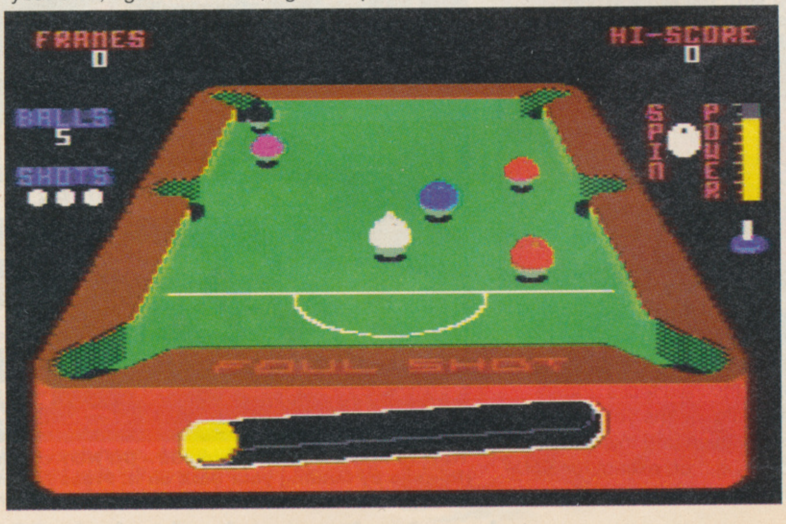
AMERICAN 3D POOL

A marvellous game, this oozes playability. Me and the Ed spent hours playing this and only stopped when the office had to be locked up.

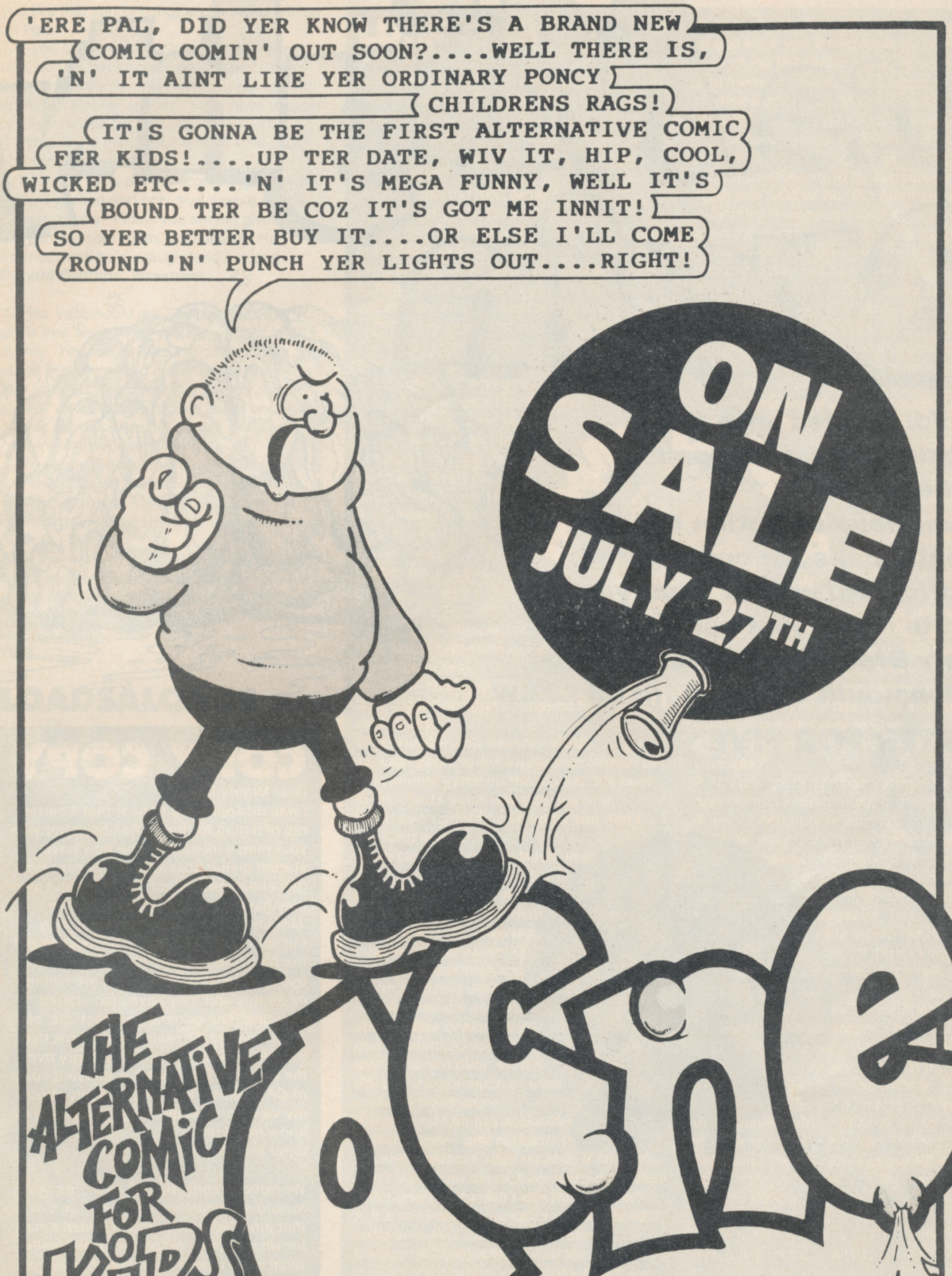
FRAME RATE **90%**



A lovely looking game and it plays quite well too. But if you can ignore the multiload you're a better man than I...



Here we see the 3D bit in action. You merely sit back and watch the proceedings on this screen. But the graphics are smooth, fast and effective. This game looks good but plays even better. What's more there are loads of different play options to keep your interest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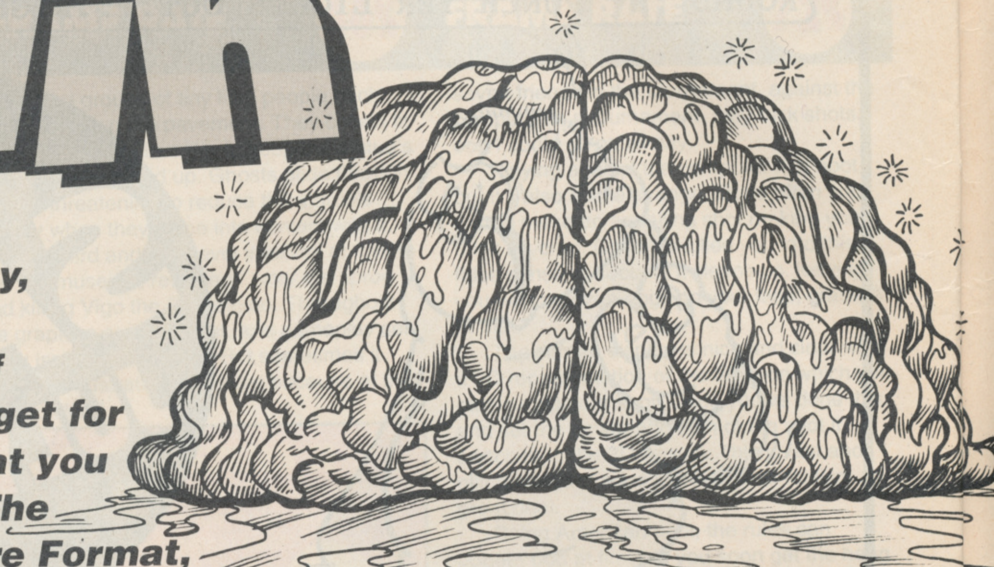
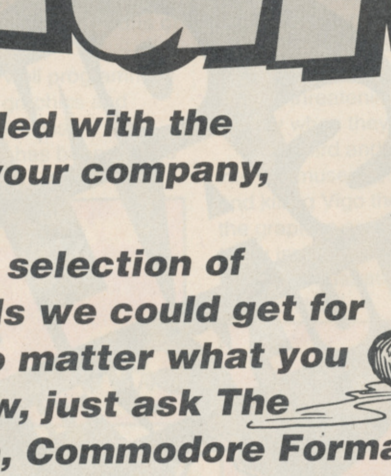
The Mighty Brain



Behold! Pickled with the pleasure of your company, it's the most scrumptious selection of synaptic cells we could get for the price. No matter what you want to know, just ask The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW

STARTER FOR FIVE

Dear Funky Groovy Thang,
First of all how are you (stupid question) and secondly, I have some brain draining questions for you, read on…
I recently saw *Last Ninja 3* in the shops as a cassette game. In your review of it, you said it took up 512K on cartridge, so how is it possible to program it onto tape?
Have you got any tips for *Turrican* (the first one) or *Creatures*?
How does the turbo load speed up loading on a cassette?
Why has *Pang* taken so long to come out and, how would you rate it on lastability?
Also, how much do you earn?
Michael Thompson, Wolverhampton



LN3 makes it onto tape by being chopped into little pieces (in other words, it's a multi-load). Add all the bits together and you'll get 512k (more or less). We've already printed the complete solution to Creatures *in CF 7, 8 and 9. Andy Dyer assures me that he doesn't have a clue about when or indeed if he's going to write a solution to* Turrican*. Does anybody out there want to do it? Write to Andy using large unconnected letters.*

Some tape loading routines don't verify the data they take from the tape (something which normally happens during a cassette load), hence shortening the loading time. No device will speed up the loading routine already on the cassette.

There are any number of reasons why Ocean could have delayed Pang *and I'm not inclined to ask them what they were (just in case they weren't deliberate).*

However, it's on its way very soon now and when we reviewed it (88%, CF4*) it had me on my toes for nearly a second, so I strongly suspect you'll be hooked for a couple of months, especially if you join a friend in the two-player version. As for money, it's rather old fashioned and I don't want any. Humans use it because they can't all barter sheepskins any more. Take a tip from me: you all need personal inexhaustible, non-polluting energy sources and positive mental attitudes. Once you've got these, you'll never need money again (unless you need change for a parking meter).*
TMB

HUNGER PANGS

Dear Brain,
I am very hungry for info, so I thought TMB's the man (?). He's got it all: brains, looks, (if

COPY COPY

Dear Mighty Brain
I was disappointed to hear that a certain rag of a mag for the 64 has been copying your mag's ideas. For one they have started giving boxes for their cover tape (the cheap boxes, not like *CF's*) and also they have nicked your catch phrase 'More 64 reviews than any other mag', but with slight changes. They kicked out the Amiga to be more like *CF*, they are trying to be witty like *CF* but are failing miserably and they have also started boasting 'The original and best' etc, etc. I am a devoted *CF* reader and I think that the *CF* is the best, I am very angry over the way that THAT MAG is copying some of *CF*'s ideas. I feel very strongly about my views and would like other people to know how I feel.
Peter Martin, Liverpool

We noticed some design elements that looked strikingly similar to our own in that other magazine, too. It doesn't matter what another magazine does, really. What does matter is that the readers of this mag (ie you) are happy with CF. However, it does seem a bit silly to have two identical C64 magazines on the market. What do other readers think?
TMB

you like that sort of thing) and endless wit, so off I go:
1. If you subscribed in *Commodore Format* one, do you get an extra free issue (*CF14*)?
2. Is it possible to copy multiload games with an Action Replay so that I won't have to play previous levels but can play later levels?
3. What is the thing between the RF socket and the Expansion Port?
4. Why don't you put the 'icon thingies' in the budget section and only give them a couple of paragraphs? I think you should give budget games more room, but keep old Rog' Frames, 'cos he's a laugh (and a miser).
Dafydd Griffiths, Wrexham

1. Yes, you should do. The deal was that you got a free issue when you subscribed in CF1.
2. Yep. You can re-load the game at the stage that you saved it out. Then, if you finish that level, as long as you've got the game tape or disk all ready to load in the next section as normal, it should be OK. But don't blame me if it doesn't.
3. It's the output channel selector. Depending on how it's set at the factory where the machine is made, it determines which TV channel the RF output sends sounds and pictures to.
4. At the moment, most of you seem to think we've got the budget section about right but using the icons might be possible if the veggies use them very small. What do other readers think?
TMB

LOADSALOADS

Yo! TMB,
As you are such a brilliant brain, I thought you might spare the time to answer some questions for poor little me, because I'm in desperate need of your help. Right, let's get on with the questions.
1. Which port do you plug games cartridges into, and can you use them on any C64?
2. Some weeks ago, I purchased some C16/+4 games very cheaply. They don't load. Should they?
3. Is it possible to get an expansion for the C64, and if so, how much is the highest?
Oh Yeah! I think I can help R. Smith of Merseyside, in *CF* 9. He's looking for *Tetris* on tape. Here in little old Hythe's Woolworths, they have *Tetris* on tape for 99p.
Tim Young, Hythe, Kent

1. Oh blimey! Now listen up everybody! For the very last time (altogether now) Cart Games Work On All C64s. Cartridges slide into the expansion port (the port on the back nearest the joystick ports).
2. No. You need a C16 or a +4 to load them.
3. There used to be a 64K expansion for the C64 but to get one now, you'd have to run an advert somewhere (like New Computer Express*). Alternatively, you could try getting a cheap second hand C128. This is probably your best bet anyway.*

We can only hope that R Smith has just read your letter and will, immediately upon reading the last word in this magazine, rush Woolworthswards at top speed.
TMB

LUCKY 13

Dear TMB,
I am a new Commodore owner and I would like to ask you a few questions.
1. With my computer I got *Shoot 'Em Up Construction Kit.* I would like it if you could give me a few tips on it, and do you think it is any good?
2. Can you trust mail order firms?
3. What's 'PET' software?
4. Will Phil South (Back To Basic) be helping us to make up games of our own. Do programmers use Basic to make games?
5. Why would P Reeves pay £10 more for a better intro and tweaked gameplay?
6. Are there any good horse racing games out there other than *Double Daily Horse Racing* (any good)?
7. Do you need a SYS number for a Power Cartridge. Is it good for £17.30?
8. If 20 games came in for review and you wanted to put in all your regular features and it came to 100 pages, would you print this amount or are you only allowed to publish a certain amount?
9. How many levels are in *Bounder* from PowerPack 7?
10. Get rid of the PD section. What happened to the Gauntlet series?
11. No more 2-page Early Warnings. See what happened to *Dick Tracy*.
12. Early Warning Scanner = Brill.
13. Last point: Is *Emlyn Hughes Soccer* the best soccer game on the market. It's been in the charts since day one. It's brill.
If you don't print this I'll know you don't like long letters.
Brian McNicholas, Co. Mayo, Ireland

Okay, you asked for it.
1. The golden rule is: Read The Flippin' Manual (RTFM). Then read it again. Make sure you understand it by following examples and experimenting as you go. It's worth studying Shoot 'Em Up Construction Kit *because it's as good a way of learning about game design as any and you get quick results. Once you've learned the system's ins and outs, what it can and cannot do, you'll learn much of what it is that makes a good game.*
2. It depends on the mail order firm. The vast majority – and certainly the ones that advertise with us – are reliable. If in doubt, don't do it. And never, ever send cash (mail order companies don't like that anyway).
3. It's software designed to run on the PET computer. PET stands for Personal Electronic Transactor. It was the very first computer Commodore manufactured, way back in the seventies. In CF1, Phil South wrote an article called The C64 Story which actually had a lot of details about the PET as well. That's where you should look if you want to find out more.
4. He's already doing that. To write a game of any kind, you'll first have to understand everything the series has covered so far and follow it closely in the future. Commercially available games, however, wouldn't be written in BASIC. BASIC is a computer language that makes it easy for people to learn how to program. To make it easy it uses words in its commands like 'if, then, end' and so on. But numbers are the only thing a computer understands and even the numbers it uses are weird – 0 and 1. That's yer lot. Everything every computer has ever done has been the result of 0s and 1s and how many of them there are and which order they're in. When a computer has to perform a task just by using these two numbers, it does the job very quickly. When it has to make those numbers into words like 'if' and 'then' so that it can understand what you want it to do in BASIC – and then actually follow those instructions (ie RUN your program) – it slows down. Games written in BASIC would be small in size and slow to run. Programmers write in machine code, complex arrangements of mnemonics and numbers that are harder for a human to understand than BASIC but easier and more efficient for a computer.

BRAIN DRAINER
★STAR LETTER★STAR LETTER★

5. Maybe P Reeves is sick to death waiting for multiloads to load.
6. What are you doing betting on horses at your age?.
7. Not always. If you use your C64 a lot – especially for programming or with a disk drive – it certainly is worth it.
8. We would probably make the issue bigger. If 20 games all came out at once, the manufacturers of those games would all want to advertise them. By taking advertising space in our magazine, they would effectively pay for the increased issue size. Computer magazines all grow in size around Christmas for this very reason.
9. Eight.
10. Your opinion is duly noted. However, the reason why we stopped running the Gauntlet is because it wasn't very popular. Almost everybody liked reading it but hardly anyone ever asked to be in it (maybe they didn't believe the veggies in the office would have really paid for them to come along and play for the title). We're still assessing the response to our PD section but it looks as though it will be more popular than the Gauntlet.
11. Sometimes we can find out a lot about a game before it comes out. If we do, then it's our duty to tell you what we know and if that takes two pages then so be it. But you should always wait for the PowerTest before making a decision to buy.
12. Cheers, Big Ears.
13. The vote round here goes to Kick Off 2.
TMB

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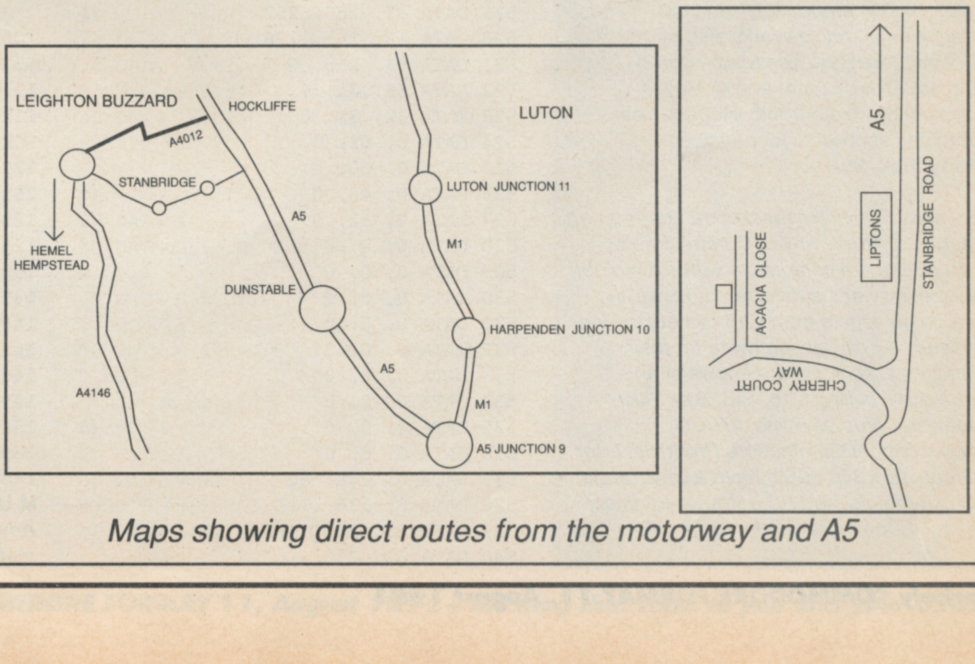

Maps showing direct routes from the motorway and A5

INSIDE INFO

Blimey! Our technical editor, a certain Paul Lyons, is getting ready for a full scale project assault on your C64 so these are the last of your contributions (for a little while). This month he's picked up a few more fascinating fractals for you to generate and has an item or two on sprites. So watch the birdie...

SPRITELY GRAPHICS

Dear Inside Info,
Here are two programs that show you how to manipulate sprites. I hope you'll print these in your mag for they are pretty interesting.

BIRDY A Sprite Animation
This program uses the 64's sprites nos. 0 and 1. Firstly it displays sprite 0 for 250 counts. Then this sprite is erased and sprite 1 is displayed for 200 counts. The two sprites show a bird in two different positions of flight. Displaying these figures one after the other and changing the horizontal screen positions make the birdy fly!

Lines 400-407: sprite-data in memory, determination of sprite-number and memory. locations (from *CF6* March '91 page 73).
Line 409: set sprites colour to brown = 9.
Line 414: turns sprite 0 on.
Line 415: X=X+10 adds 10 to horizontal position. POKE V+0,X (horizontal) and POKE V+1,Y (vertical) positioning of sprite 0. POKE V+21,0 turns off all sprites; POKE V+21,2 turns Sprite 1 on.
Line 416: horizontal/vertical sprite 1.
Line 510-551: data, sprites 0 and 1.

```
10 POKE 53280,1 : POKE 53281,1 :
PRINT "{ SHIFT-CLR HOME }"
400 FOR S = 0 TO 1 : FOR T = 0 TO 62
: READ U
403 POKE 832 + ( 64 * S ) + T, U :
NEXT : NEXT
405 V = 53248 : Y = 70
407 POKE 2040,13 : POKE 2041
409 POKE V + 39,9 : POKE V + 40,9
414 POKE V + 21,1 : IF X = 250 THEN
450
415 X = X + 10 : POKE V + 0, X :
POKE V + 1, Y : FOR TU = TO 250:
NEXT : POKE V + 21,0 : POKE V + 21,2
416 POKE V + 2, X : POKE V + 3, Y:
FOR TU = 0 TO 200: NEXT :GO TO 414
450 END
510 DATA 0, 0, 0
511 DATA 0, 0, 0
512 DATA 0, 0, 0
513 DATA 0, 0, 0
514 DATA 0, 32, 0
515 DATA 0, 60, 28
516 DATA 16, 62, 60
517 DATA 24, 31, 119
518 DATA 28, 127, 255
519 DATA 31, 255, 252
520 DATA 63, 255, 128
521 DATA 63, 255, 0
522 DATA 56, 31, 0
523 DATA 32, 31, 0
524 DATA 0, 62, 0
525 DATA 0, 60, 0
526 DATA 0, 48, 0
527 DATA 0, 32, 0
528 DATA 0, 0, 0
529 DATA 0, 0, 0
530 DATA 0, 0, 0
531 DATA 0, 0, 0
532 DATA 0, 0, 0
533 DATA 0, 0, 0
534 DATA 0, 0, 0
535 DATA 0, 0, 0
536 DATA 0, 0, 0
537 DATA 0, 248, 60
538 DATA 0, 126, 119
539 DATA 63, 255, 255
540 DATA 63, 255, 252
541 DATA 31, 255, 128
542 DATA 56, 127, 0
543 DATA 113, 252, 0
544 DATA 0, 240, 0
545 DATA 0, 0, 0
546 DATA 0, 0, 0
547 DATA 0, 0, 0
548 DATA 0, 0, 0
549 DATA 0, 0, 0
550 DATA 0, 0, 0
551 DATA 0, 0, 0
```

SQUARES – Sprite movement with three sprites and no use of DATA numbers
Line 111: sprites 2, 3 and 4. POKE V+21, where the added value of sprites 2, 3 and 4 is 4+8+16=28.
Line 120: creates squares by filling in all sprite pixels (with value 255).
Line 125: POKE V+23,12 = vertical expansion of sprites 2 and 3. POKE V+29,12 = horizontal expansion sprites 2 and 3. The value POKEd for both is 8+4=12.
Line 126: RUNs program five times.
Lines 130-160: horizontal positions of sprites 2, 3 and 4 are given by: POKE V+4, POKE V+6 and POKE V+8. Vertical positions are given by: POKE V+5, POKE V+7 and POKE V+9.

```
100 V = 53248 = POKE 53280,1 : POKE
53281,1 : PRINT { SHIFT-CLR HOME }
111 POKE V + 21,28
112 POKE 2042,13 : POKE 2043,13 :
POKE 2044,13
120 FOR N = 0 TO 62 : POKE 832 + N,
255 : NEXT N
125 POKE V + 23,12 : POKE V + 29,12
126 YU = YU + 1 : IF YU = 5 THEN END
130 FOR X = 0 TO 255
145 POKE V + 4, X
146 POKE V + 6, X
147 POKE V + 8, 255—X
148 POKE V + 5, X
149 POKE V + 7, 255—X
150 POKE V + 9, X
160 NEXT X
170 GO TO 126
```

M Umar Latif, Amsterdam
Anybody else feeling spritely? Send us your meticulous multiplexors then. ***PL***

SWEET 16?

Dear Inside Info,
I am writing to you hoping that you can help me out. My problem is that simple that I expect you will laugh when you read my letter. I have recently bought some games but unfortunately I didn't realise until I got home that they only work with the Commodore 16. The problem is, though the games are good ones, try as I may, I can't get them to load on my Commodore 64.

Is there anyway of converting them to go on the 64? The games are: 1) *Treasure Island* by Commodore Business Machines; 2) *Icicle Works* also by Commodore Business Machines; 3) *Scooby Doo* by Elite, and 4) *Vegas Jackpot* by Mastertronic. Hope to hear from you soon with your answer.
Tony Fisk, Surrey

Er, sorry Tony, like most computer manufacturers, hardly any of Commodore's computers are compatible with each other, so the answer's a definite no. However, we do get letters from C16 owners asking where they can get software for their machines, so if anyone knows of anywhere still selling C16, VIC20 or Plus 4 software, drop us a line. ICPUG (Independent Commodore Products' User Group, 081 346 0050) have a wide range of commercial and PD software for every beastie Commodore ever made. ***PL***

OLD FRIENDS

Dear Inside Info,

Here is a routine which will 'OLD' a BASIC program (that is, bring it back after typing 'NEW'). Simply type it in, save it, and then run it. Then type 'NEW' to delete the BASIC program and you can enter other programs as normal. If you then (accidentally) delete your program, it will return when you type '@' (and press RETURN).

You can switch this routine off by typing 'SYS 49266' and turn it back on again using 'SYS 49152'. To change the key which invokes this routine use POKE 49174,X where X is the ASCII value of the key you want to use (avoid letters and numbers). Well, here's the program.

```
10 REM * * * * 'OLD ROUTINE', BY ALLAN SAVAGE (1991) * * * *
20 NL=8:FL=100:SA=49152
30 FOR L=0 TO NL:T=0:FOR K=0 TO 14:READ A:T=T+A:POKE SA+L*15+K,A:NEXT K
40 READ A:IF A<>T THEN PRINT "DATA ERROR IN LINE";FL+(L*100); END
50 NEXT L
60 SYS 49152
70 END
100 DATA 169,234,141,124,0,169,76,141,125,0,169,21,141,126,0,1636
200 DATA 169,192,141,127,0,96,201,64,240,10,201,58,144,3,76,1722
300 DATA 138,0,76,128,0,160,4,177,43,240,4,200,76,37,192,1475
400 DATA 200,152,160,0,24,101,43,145,43,133,252,200,165,44,105,1767
500 DATA 0,145,43,133,253,136,177,252,170,200,177,252,224,0,240,2402
600 DATA 7,134,252,133,253,76,65,192,201,0,208,245,24,169,2,1961
700 DATA 101,252,133,45,133,47,133,49,165,253,105,0,133,46,133,1728
800 DATA 48,133,50,32,116,164,76,115,0,169,201,141,124,0,169,1538
900 DATA 58,141,125,0,169,176,141,126,0,169,10,141,127,0,96,1479
```

Allan Savage, Bangor, Northern Ireland

Allan, you've done us proud. Short and simple routines like this are my favourite kind just because they're so useful, no matter what you're working on. If anybody out there has more code like this, please send it to me. It will get used eventually. **PL**

Next month in Inside Info...

Now that summer is in the air and all the little birds are tweeting and all that stuff, it seems that the only techie sitting in front of his machine is, er, me. So next month's Inside Info features me. A number of people have written in asking how they can make their C64 drive other devices such as lights and motors and things. What many people don't realise is that you can also make measurements using your 64 and write programs that react to the outside world. So, starting next month, I'll be showing you exactly what the 64 can do, how to build the hardware bits and write the software programs to do, well, almost anything. If you have any special requests for things or bits to bolt onto your machine, write in now and let me know.

Paul Lyons,
Inside Info,
Commodore Format,
30 Monmouth Street,
Bath BA1 2BW.

FREAKY FRACTALS II

Dear Inside Info,

It's me again. Do you remember back in *CF7* you printed a fractal program which would draw three different fractals, and you asked for changes to the program? Well, here is the data for nine more fractals.

All of these should work with the original program, but number 9 will need the following changes.

```
10 DIM A(5), B(5), C(5), D(5),
E(5), F(5), P(5)
233 IF PK,=P(4) THEN K=4;GOTO 240
```

All of the fractals will work with the same values for SCALES and OFFSETS, and these are as follows;

XSCALE=15
YSCALE=12
XOFFSET=150
YOFFSET=30

However, for some of them an XOFFSET of 175 might be more satisfactory.

Simply replace the DATA in the original program with the following DATA for each fractal (and save all the different versions).

1)

```
20 DATA 2
30 DATA 2.70,-0.48,0.39,0.66,2.15,
10.31,0.75
40 DATA 0.09,-0.44,0.52,-0.09,4.29,
2.93,0.25
```

2)

```
20 DATA 2
30 DATA 0.82,0.28,-0.21,0.86,-
1.88,-0.11,0.79
40 DATA 0.09,0.52,-0.46,-0.38,0.76,
8.10,0.21
```

3)

```
20 DATA 2
30 DATA 0.75,-0.46,0.41,0.89,1.46,
0.69,0.91
40 DATA -0.42,-0.07,-
0.18,0.22,3.81, 6.74,0.09
```

4)

```
20 DATA 2
30 DATA -0.63,-0.61,-
0.55,0.66,3.84, 1.28,0.89
40 DATA -0.04,0.44,0.21,0.04,2.07,
8.33,0.11
```

5)

```
20 DATA 3
30 DATA 0.50,0.00,0.00,0.50,-2.56,-
0.00,0.33
40 DATA 0.50,0.00,0.00,0.50,2.44,-
0.00,0.33
50 DATA 0.00,-0.50,0.50,0.00,4.87,
7.56,0.34
```

6)

```
20 DATA 3
30 DATA 0.31,-0.53,-0.46,-
0.29,5.40, 8.66,0.40
40 DATA 0.31,-0.08,0.15,-0.45,-
1.30, 4.15,0.15
50 DATA 0.00,0.55,0.69,-0.20,-4.89,
7.27,0.45
```

7)

```
20 DATA 3
30 DATA 0.00,-0.50,0.50,0.00,-1.73,
3.37,0.33
40 DATA 0.50,0.00,0.00,0.50,-0.03,
5.01,0.33
50 DATA 0.00,0.50,-0.50,0.00,1.62,
3.31,0.34
```

8)

```
20 DATA 3
30 DATA 0.79,-0.42,0.24,0.86,1.76,
1.41,0.90
40 DATA -0.12,0.26,0.15,0.05,-6.72,
1.38,0.05
50 DATA 0.18,-0.14,0.09,0.18,6.09,
1.57,0.05
```

9)

```
20 DATA 5
30 DATA 0.31,0.00,0.00,0.29,4.12,
1.60,0.15
40 DATA 0.19,-0.21,0.65,0.09,-0.69,
5.98,0.25
50 DATA 0.19,0.21,-0.65,0.09,0.67,
5.96,0.25
60 DATA 0.31,0.00,0.00,0.29,-4.14,
1.60,0.15
65 DATA 0.38,0.00,0.00,-0.29,-0.01,
2.94,0.20
```

Hope you like these changes,
Allan Savage, Bangor, Northern Ireland
Indeed we do, Allan, indeed we do. **PL**

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ENGLAND CHAMPIONSHIP SPECIAL

Footie with everything. That seems to be the order of the day this year (*whaaat? – Ed*). Unfortunately, almost without exception, these supposed soccer simulations have been decidedly average. Until now that is, for *England Championship Special* has arrived and it turns out to be even worse than the previous 'foul' offerings.

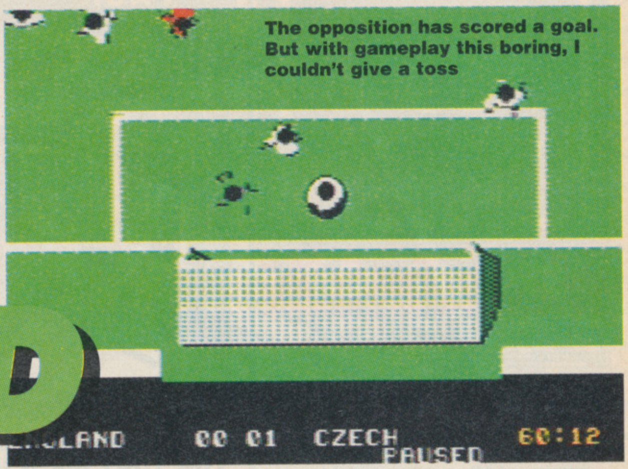
The game opens with a list of options that any computer footballer must by now be familiar with: Tournament, Single Game, Practise Penalties and Set Preferences. In tournament mode you have to choose a list of eight teams to play in two different groups of four. Then you play through a series of games which make up the knockout tournament. In between games you get the option to chop and change the formation and player line-up of your team. Or at least that's the idea. In reality this option 'locks up' and you can't exit to the next game. All that remains is to switch off, switch back on and start all over again.

The Single Game option works exactly as it sounds. Choose your team, choose the team you wish to play against and you're on your way. Set Preferences allows you to toggle the sound fx and music along with the action replay feature (which is vile anyway). You can also choose to include weather, which basically consists of the odd lightning flash. Next comes the number of players: either two humans or you and the computer can slog it out. Finally you can set the match length. This is oddly set to a full 90 minutes when you load the game. A match that long would do your head in though so a five minute match is far more sensible. Unfortunately the programmers forgot to include a 'take the game back and get a refund' option which would have been the most useful.

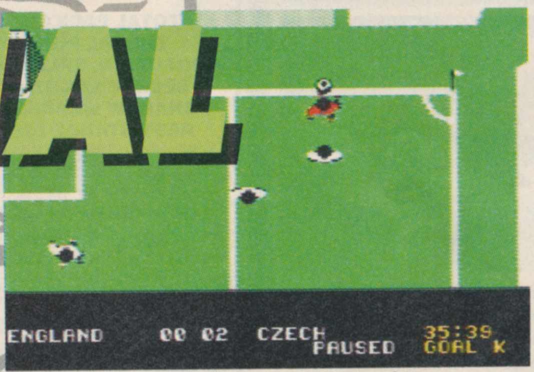
So how does an actual match play? Very badly. The manual claims all the excitement and features of real football. In real football does the clock stop during goal kicks and throw ins? I think not. When you're watching your local team do they form a wall in front of their own player for a free kick? Doubtful. And call me old fashioned but when did ten out of eleven team members ever run randomly around like headless chickens, only intercepting the ball when the law of averages caused it to hit them on the back of the head? Not an everyday occurrence down Wembley way, I think you'll agree. There are so many Soccer sims kicking around at the moment that anyone who releases a new one really ought to be confident that it's better than everything that's gone before – especially with games like *Kick Off* doing the rounds. If they're not, they're doing themselves a disservice but more importantly they are ripping off the gameplaying public.

If I may, I'd like to summarise with a few classic footballing phrases. I'm under the moon, sick as a terminally ill parrot and I'd like it over 'ere son, in the bin.

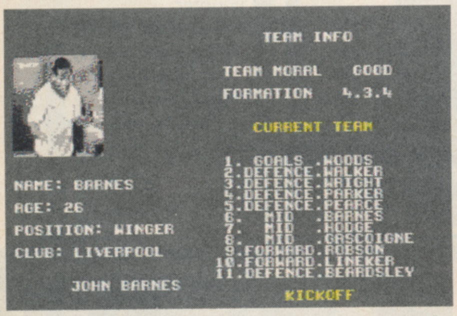
ANDY



The opposition has scored a goal. But with gameplay this boring, I couldn't give a toss



The opposition have just managed to give away a corner... berks



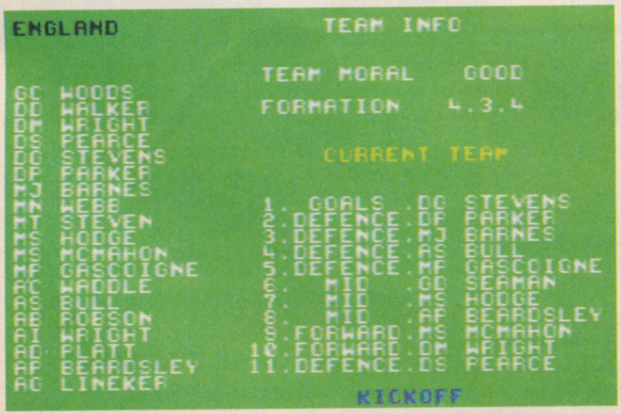
```
                 TEAM INFO

             TEAM MORAL    GOOD
             FORMATION    4.3.4

                CURRENT TEAM

              1.  GOALS  .WOODS
              2.DEFENCE.WALKER
NAME: BARNES  3.DEFENCE.WRIGHT
AGE: 26       4.DEFENCE.PARKER
POSITION: WINGER 5.DEFENCE.PEARCE
CLUB: LIVERPOOL  6.   MID   .BARNES
              7.   MID   .HODGE
              8.   MID   .GASCOIGNE
              9.FORWARD.ROBSON
             10.FORWARD.LINEKER
             11.DEFENCE.BEARDSLEY
   JOHN BARNES
                   KICKOFF
```

The best graphics in the game are those of the team members digitised from photos



```
ENGLAND               TEAM INFO

                  TEAM MORAL    GOOD
GC WOODS
DD WALKER         FORMATION    4.3.4
DM WRIGHT
DS PEARCE
DG STEVENS            CURRENT TEAM
DP PARKER
MJ BARNES
MN WEBB           1.  GOALS  .DG STEVENS
MT STEVEN         2.DEFENCE.DP PARKER
MS HODGE          3.DEFENCE.MJ BARNES
MS MCMAHON        4.DEFENCE.AS BULL
MF GASCOIGNE      5.DEFENCE.MF GASCOIGNE
AC WADDLE         6.   MID   .GD SEAMAN
AS BULL           7.   MID   .MS HODGE
AB ROBSON         8.   MID   .AF BEARDSLEY
AI WRIGHT         9.FORWARD.MS MCMAHON
AD PLATT         10.FORWARD.DM WRIGHT
AF BEARDSLEY     11.DEFENCE.DS PEARCE
AG LINEKER
                       KICKOFF
```

On this screen you can change the formation and line up of your team... er, at least you could if it didn't crash the game

Game	**ECS**
Publisher	**Grandslam**
Cassette	**£10.99**
Disk	**£15.99**

POWER RATING

THE DOWNERS...

- The inclusion of a scanner would have helped you pass the ball more effectively
- The computer controlled opponents have next to no intelligence
- The game 'locked up' and/or crashed at regular intervals
- Passing is difficult, the ball almost always goes to the opposition
- How the computer moderates free kicks is a complete mystery
- The manual is awful. It doesn't even begin to tell you how to use the tricky line-up menu
- The default setting for match length is 90 minutes, real time
- The sound effects amount to brutal aural torture

100

0

23%

- **The pitch scrolls smoothly and the gameplay is fast**

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DIGITAL SOUND SAMPLER
COM-DRUM
instruction manual

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- Complete with 3 drum kits. Real drum sounds - not synthesised.
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- Counter reset.
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- Comes complete - no more to buy!
- Send now for quick delivery.

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THE MUSIC SYSTEM

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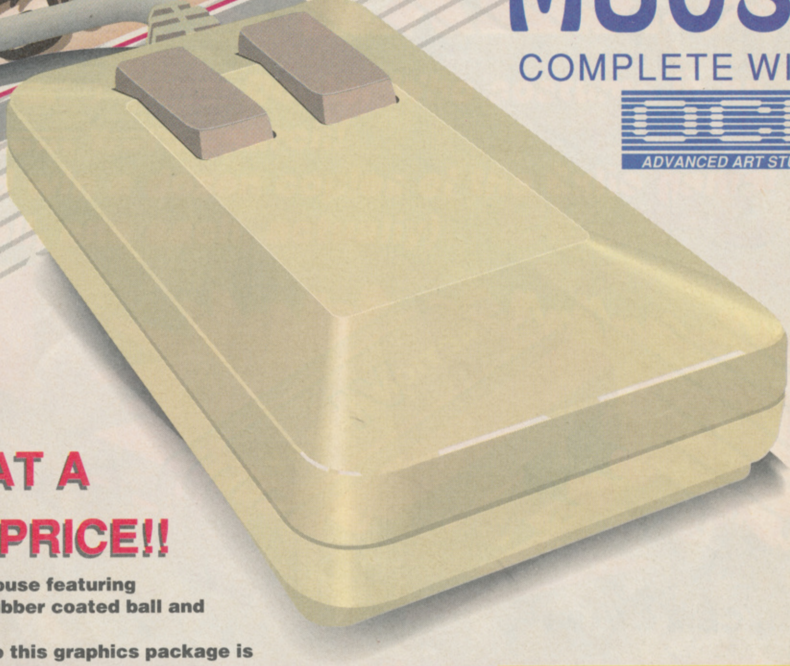

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COMMODORE DISK USER

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ARVI 3

DR WHO AND THE HIDDEN EXILES!

Win an original Doctor Who costume in an Exilent word search!
And win a dozen copies of the Exile game! (Well, one each, actually)

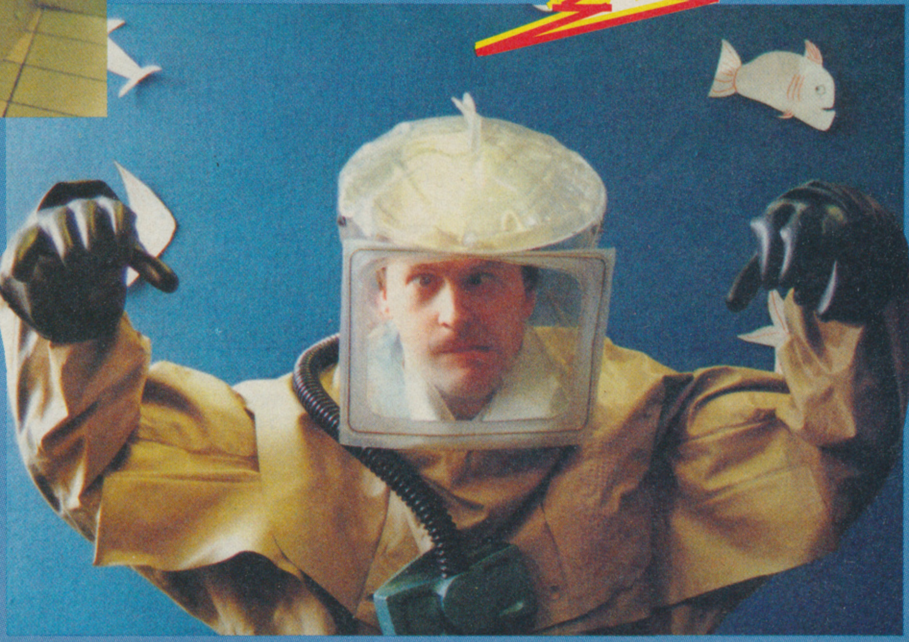
EXTERMINATE*

If you're one of the utter berks who haven't rushed out and bought *Exile* yet, this is your chance to win a copy. But hey, DJ jazzy Jarratt and the *CF* posse don't do things by halves (*quarters then? Ed*). We've managed to get hold of a genuine Doctor Who costume from the deepest recesses of a wardrobe at the Beeb.

The costume appeared in an underwater adventure of the Doctor's called 'Warriors Of The Deep' or some such twaddle. And although this was way back in the eighties the suit still looks as good as it ever did. It's a beautifully tailored piece with lines so sleek you could wear it to a wedding and steal the limelight from the bride, the bridegroom, the bridesmaids... In fact you would be the envy of everyone.

(Cue scary synth music...) Oh no! Look – what embodiment of evil can this be sneaking into the Future Publishing offices!? (Erm, via the toilet)

So what do you have to do to win this chemical spillage protection su – THWACK! – er, this highest quality cinematic prop? It's simple, but at the same time a right old pain in the rump. We want you to tell us how many times the word EXILE appears throughout the pages of this issue of *CF*.



Eek! It's a horrible creature – probably from 20,000 fathoms – and it's heading our way! (Hold on, that looks like Steve in a silly outfit standing in front of some low-budget underwater special effects)

*** Ooops! wrong monster**

Phew! That's all right then. It was Steve in a silly outfit – and very un-scary he was too. So, it's in the bin with you, you loathsome bog-monster. Hurrah!

Just to set the ball rolling, there are nine obvious ones on this page... The others could be anywhere!

Send your answers on a postcard or the back of a sealed envelope to:

That's The Most Fashionable Thing Steve Ever Wore compo
Commodore Format
29 Monmouth Street
Bath BA1 2AP

But make sure that your entry reaches us by August 23rd, otherwise your prize will be going elsewhere...

Since this prize is of inestimable value (especially to Doctor Who fans) no cash alternative could possibly be given. The editor's decision is final (once he's managed to escape from the bin). People who can't enter include: staff of Future Publishing, anyone who works for Audiogenic, those clever blokeys that wrote *Exile*, anyone who thinks Doctor Who is crap, anyone who thinks *Exile* is crap, and employees of 'Chem-O-Spill' – waste disposal protective clothing manufacturers since 1971.

P.S. If you're wondering what a Dr Who cossie and *Exile* (ooh there's another one!) have got in common, the answer is that the seamstress who ran up the threads in the first place is the second cousin thrice removed of a man that *Exile* programmers Peter Irving and Jeremy Smith nearly once met in a pub... probably.

BUMPER TO BUMPER

Andy Dyer ***helps you sort through two games compilations that offer a lot at first glance***

VIRTUAL WORLDS

Domark, 14.99 cassette, 19.99 disk

Heavens! A history of Freescape on one compilation. And if you don't know what Freescape is, shame on you. It's Incentive's 3D modelling system with which they produce amazing 3D worlds you can explore

DRILLER

The first in a fairly long line of Freescape games features a planet called Evath, and a very strange planet it is too. For 'tis filling with dangerous gas at a cracking rate of knots. If something isn't done soon, it will explode. This, we are sure you'll appreciate, would be bad, very bad. You must locate the gas centres and set up drilling rigs to release the harmful vapours scattered across the planet's 18 domains.

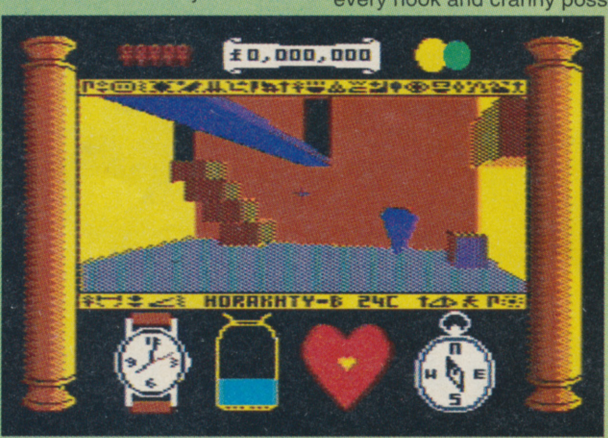
As with all the Freescape games you can move feely around as well as look up and down in case some important item is perched high on the wall of a skyscraper or something, and that could well happen when a planet has severe wind. (*I'm sorry, I've lost him, too – Ed.*) It's a weird sort of environment and a bit sparse when compared to the other games in this package but if you're keen to get into Freescape, you should really see it all.

TOTAL ECLIPSE

Atmosphere was the buzzword with this one. The plot was much easier to identify with as it was set in Egypt in the 1930's (*and we were all in Egypt in the 1930's weren't we chaps – Ed*). An ancient Egyptian curse stated that if the suns rays were ever to be blocked during daylight hours, terrible things would occur.

Well, it's time for the prophecy to cash its chips because the moon is about to make a total eclipse of the sun. When it does, it will explode, showering the earth with meteorites and generally doing untold damage. What you have to do is reach the uppermost shrine in the sun god's pyramid and destroy it, as this is where the curse was first created.

Throughout the game a creepy Egyptian tune complements the creepy Egyptian scenery on screen. There are a few basic things you need to bear in mind to enable you to complete the game. Keep your water bottle filled, there are loads of troughs scattered around so it's no problem. Neglect this and you'll die. Whenever you see an Ankh (weirdo Egyptian symbol) collect it, it proves useful in removing barriers of one kind or another. And there's a visual representation of your heart beat. If it gets too fast, rest. Again, pay no heed to this and you'll die. Other than that, all you need to do is explore every nook and cranny possible. The screen update is a bit slow but the atmosphere in this one rapidly grabs you.

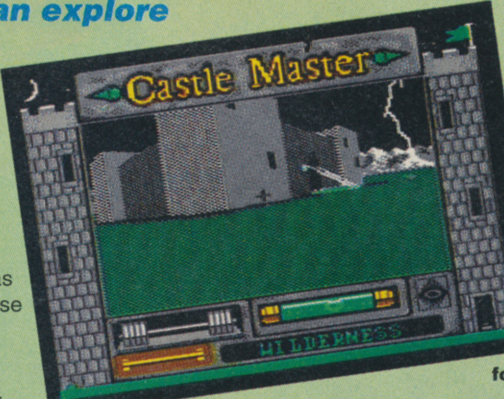


Mystery and intrigue Egypt style. While it doesn't have the graphical detail of *Castle Master*, it's just as atmospheric

CASTLE MASTER

Freescape came on in leaps and bounds for this one (well, more of a hop, skip and a jump but what I'm trying to say is it improved). The graphics style was the same but the detail contained therein had increased. What's more the puzzles were a whole lot more complex. If you saw our complete solution way back in issues one and two, you'll see just how devious the whole thing was.

The plot revolves around your captive twin, who has been imprisoned in Castle Eternity by the evil Magister. There are keys to collect and spirits to kill on the quest for your bro.



Atmospheric or what? Tremble at the sight of the foreboding castle

A few more movement options were included here than in previous offerings. For instance, extra viewing options such as look straight up or down. A useful running option was also included to speed up the game. Low maximum speed was one of the annoying features of the earlier Freescape games. *Castle Master* became a milestone Freescape game by taking all the best features of its forerunners and improved on them.

THE CRYPT

This is very similar to *Castle Master*, and so it should be with a name like *The Crypt – Castle Master II*. It's never been released before, except to the members of the Home Computer club.

The roles have been reversed and it's now you who have been imprisoned. What do you have to do? Escape, it's as simple as that. Much the same as *Castle Master* but with a different map layout and different puzzles. So if *Castle Master* left you craving for more, here it bally well is.

SUMMARY

There are some people out there who haven't enjoyed the Freescape games, and in all probability they never will. That's the nature of these titles. Those who have tried and enjoyed one or more of these games should not miss this package. For those who think it may all be too geometrical for them – give it a go. And let's not forget that before long we'll all be able to dabble in creating Freescape games of our own with *3D Construction Kit. Virtual Worlds* is huge value for money. Buy it and see what's in store.

RATING 90%

POWER UP

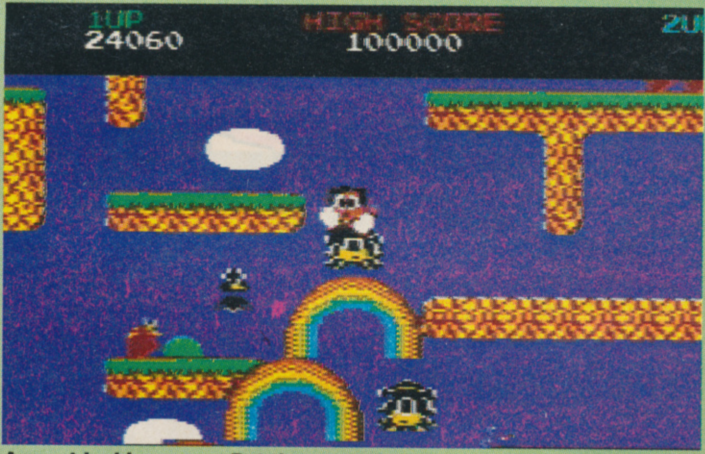
Ocean, £16.34 cassette, £20.42 disk

Well looky here. Are these really the games to give up sleep over or do they flatter to deceive? Well, with a price tag like that, we'd better dive in and take a closer look

RAINBOW ISLANDS

This is *Bubble Bobble 2* for those of you who didn't know already. *Bubble Bobble* was a cute screen by screen platform game that was as addictive as an incredibly addictive thing, *Rainbow Islands* ain't.

It's not dreadful by any means though. Bub and Bob, characters from the first game, are back. But this time they've changed from dinosaurs into little people. Not only that but they can shoot little rainbows which they use to either kill creatures (bless 'em) or to help them scale the heights of each vertically scrolling level. All they have to do is get to the top of the level, killing creatures and collecting bonuses (which more often than not look like bits of food). At the end of each level is a large end of level guardian. Kill this and it's onto the next Rainbow Island.



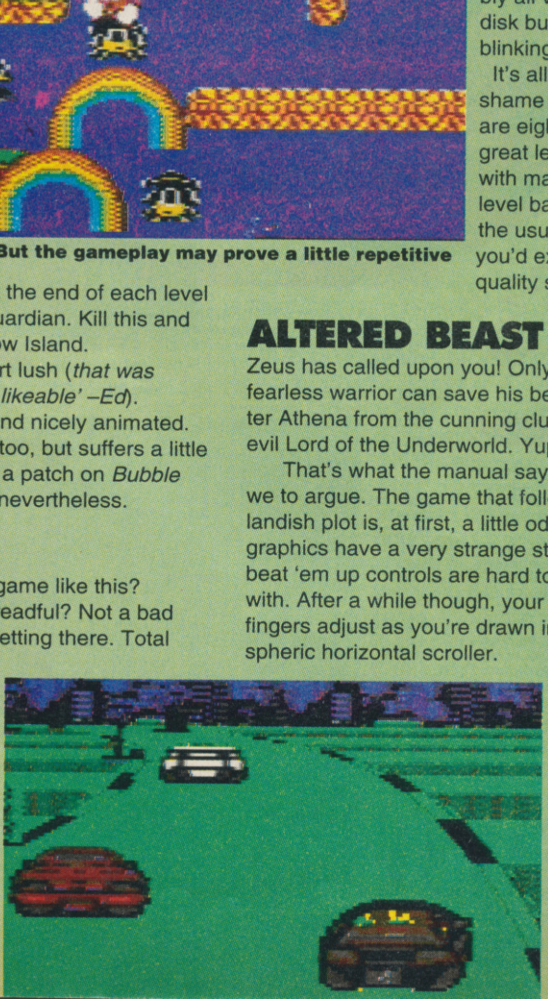
A great looking game. But the gameplay may prove a little repetitive

The graphics are gert lush (*that was Bristolian for 'extremely likeable' –Ed*). They're colourful, cute and nicely animated. They gameplay is good too, but suffers a little from lack of variety. Not a patch on *Bubble Bobble* but entertaining nevertheless.

CHASE HQ

How do you describe a game like this? Awful? You could do. Dreadful? Not a bad one. Atrocious? We're getting there. Total and utter crap? Bingo.

You're a member of Chase HQ, a group of police types who drive after criminals, smash up their cars by ramming them then swan off to do the same again to more baddies.

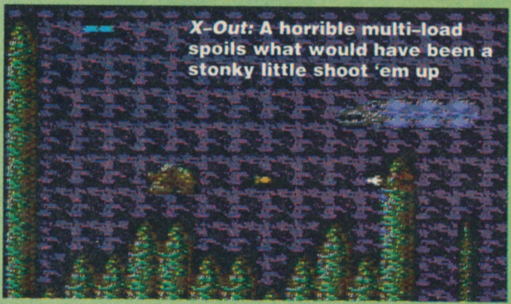


Dreadful. It looks like a Spectrum game. And as for playability, there is none. An insult to the rest of this package

The way that description was written probably struck you as tedious, repetitive and not a little annoying. In this respect it's an accurate description of the game. Not only is the gameplay bad but the graphics are awful too. It's like a spectrum game with 64 sprites over the top.

If you, as we say in the business, 'try before you buy,' make sure you look at something else from *Power Up* or you'll be put off buying this collection or any other game in the world ever, ever, ever.

X-OUT



***X-Out:* A horrible multi-load spoils what would have been a stonky little shoot 'em up**

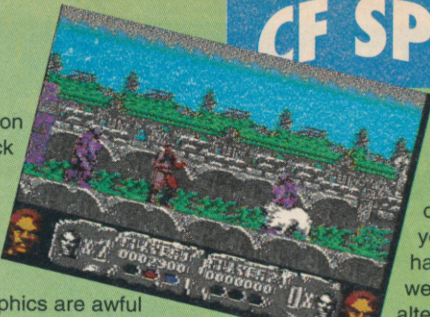
Tragic, Satan slaps me in the face once more. What we have here is, at first sight, a helluva shoot 'em up. At the start you get to choose your ship from a list of four and then equip it with a ludicrous variety of lethal firepower. What follows is a nice looking, well designed and very playable game. The terrible part is that when you die you have to rewind the tape and load the equipment shop sequence and level data all over again. This is probably all very well on disk but on tape it's a blinking nightmare.

It's all a bit of a shame really as there are eight stonking great levels complete with massive end of level baddies and all the usual gubbins you'd expect from a quality shoot 'em up.

ALTERED BEAST

Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena from the cunning clutches of Nelf, evil Lord of the Underworld. Yup.

That's what the manual says so who are we to argue. The game that follows this outlandish plot is, at first, a little odd. The graphics have a very strange style and the beat 'em up controls are hard to get to grips with. After a while though, your eyes and fingers adjust as you're drawn into this atmospheric horizontal scroller.



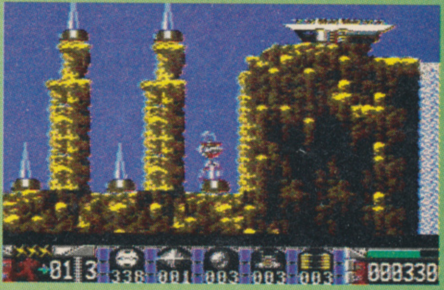
Tricky at first, but ultimately rewarding

By collecting power orbs you can change your form from man to hard man to were-wolf to were-tiger to bear. Each alter ego possesses different fighting abilities for use against the beasts of the underworld. And what weird and wonderful beasts they are. Apart from the zombies and skeletons that appear throughout the levels there are superb end of level creatures, like the one in the very first stage. It's a huge pile of rock with a giant of a man poised on the top. But it gets stranger as he starts to detach his heads (yes, heads) and hurtle them at you causing untold damage.

Again the multiload is a bit of a pain but the more-ish gameplay enables you to ignore this to a large degree.

TURRICAN

Do we really have to Steve? (*Yes – Ed.*) But they already know what a classy shoot 'em up Turrican is? (*Not all of them—Ed.*) Yes they do. And they know that you play a heroic warrior who has to save his planet from Morgul the three-headed monster. I bet they've heard about the brilliant gameplay stretching over five huge scrolling worlds. (*But are they aware of the huge number of sprites on screen at once, the massive swarms of aliens, or the hideous end of level challenges? Moreover, have they ever been told of the large array of weaponry to be collected or of the discovery of its various and intriguing uses? Ed.*) Yes I think so.



***Turrican* is a giant of a game. And a diamond**

SUMMARY

There's a whole spectrum of quality here, from the truly appalling *Chase HQ*, to the stonkingly wonderful *Turrican*. I won't use the 'it's worth buying for *Turrican* alone' cliché because it simply isn't true. However *Turrican*, *Altered Beast* and *Rainbow Islands* together make it worth it (there's a little bit of pleasure to be had from *X-Out*. As for *Chase HQ*, use the tape as a blank.

RATING 85%

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

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ring ring ring!!! these things cost an arm and a leg in the shops
so why not win one for the cost of a phone call (or two)

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bet you wish you had one of these fantastic consoles
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get on the blower fast!! one gameboy along with wideboy
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win a huge amount of software, anything you want
with £150 worth up for grabs you can get loads

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AND YOU CAN ENTER EACH ONE SQUILLIONS OF TIMES
all calls last approx. 4 mins. one prize per competition
calls are charged at 34p per min. cheap rate and 45p per min. all other times
if you are under 18 please get permission to use the telephone
PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN!

...it's dynamite!

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RESET	– Not for pokes or infinite lives
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RESET ALL	– RESET of any program.
TOTAL BACKUP TAPE	– As BACKUP DISK but to TAPE.
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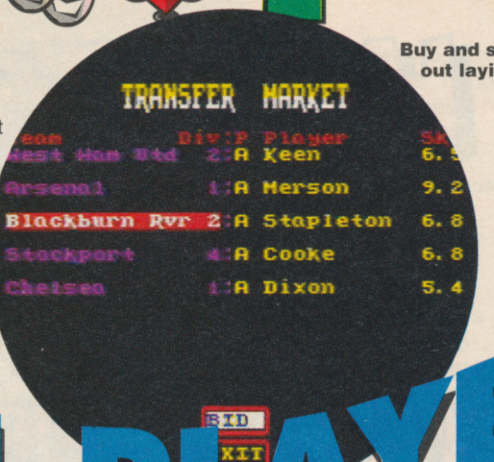
MULTI-PLAYER SOCCER MANAGER

Soccer management games have been around almost since the dawn of computing (it is widely believed by those in the know that the first silicon chip designed by Texas Instruments incorporated a special 'view league fixtures' function). Kevin Tom's *Football Manager* is the great grandaddy of them all, but of course, that was yonks ago.

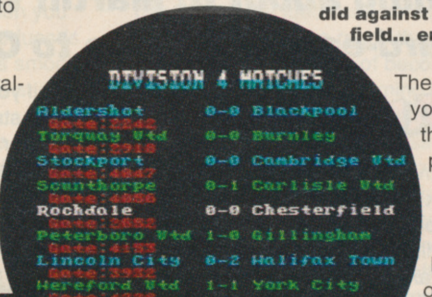


```
TRANSFER  MARKET

eam            Div:P Player      SK
West Ham Utd     2:A Keen        6.5
Arsenal          1:A Merson      9.2
Blackburn Rvr  2:A Stapleton   6.8
Stockport        4:A Cooke       6.8
Chelsea          1:A Dixon       5.4

BID
XIT
```

Buy and sell players without laying out millions

By now we should be witnessing the very apex of management games, the culmination of footballing strategy sims, the top of the evolutionary ladder, so to speak. Yes?

Well… no. In evolutionary terms, *Multi-Player Soccer Manager* is still wallowing around in the mud, wondering whether to nip out on to dry land for a quick rummage round. Apart from the sociable multi-player option and a nice front end (fnar, etc) – it's pretty much the same as its now prehistoric ancestors.

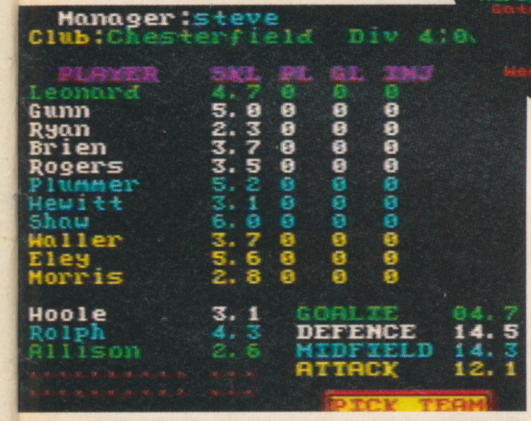


```
DIVISION 4 MATCHES
Aldershot       0-0 Blackpool
  Gate:2242
Torquay Utd     0-0 Burnley
  Gate:2918
Stockport       0-0 Cambridge Utd
  Gate:4847
Scunthorpe      0-1 Carlisle Utd
  Gate:4066
Rochdale        0-0 Chesterfield
  Gate:2852
Peterboro Utd 1-0 Gillingham
  Gate:4153
Lincoln City    0-2 Halifax Town
  Gate:3932
Hereford Utd    1-1 York City
  Gate:4228

   Week:1   Continue   LMTG:30
```

Look how we did against giants of the field… er… Rochdale

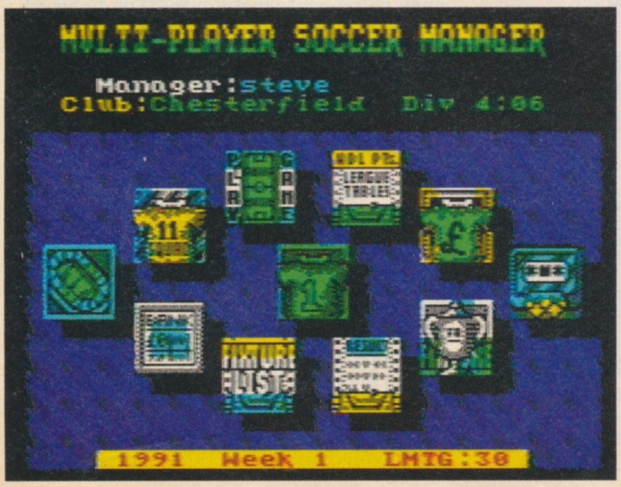
The plot is this: you (and up to three chums) play the manager of a football team. You have control of the bank account and have the power to hire and fire team players, the coach, the physio and even the talent scout. You have the say on whether your stadium needs improvements and you're the one who gets the sack if you spend all the gate returns on your own private jet. Welcome to the tough world of sport.

Taking control by joystick or keyboard, you launch yourself into the zany, madcap world of soccer managing. There are loads of options but, to be honest, you only ever need a few of them. Train your players, pick the team, have a swift bid on the transfer market and play a game. That's all you really need to know. You can examine a huge database of league fixtures and opposing team stats, but the action really revolves around getting as a good a team as possible, balancing the books and watching the exciting highlights. By highlights I really mean… erm… the result. There isn't even a late night edited version to get adrenalin pumping. The main difference in multi-player games is that a season can take up to four times as long to play.



```
   Manager:steve
Club:Chesterfield   Div 4:0

  PLAYER        SKL  PL  GL  INJ
Leonard         4.7  0   0   0
Gunn            5.0  0   0   0
Ryan            2.3  0   0   0
Brien           3.7  0   0   0
Rogers          3.5  0   0   0
Plummer         5.2  0   0   0
Hewitt          3.1  0   0   0
Shaw            6.0  0   0   0
Waller          3.7  0   0   0
Eley            5.6  0   0   0
Morris          2.8  0   0   0

Hoole           3.1  GOALIE    04.7
Rolph           4.3  DEFENCE   14.5
Allison         2.6  MIDFIELD  14.3
                     ATTACK    12.1
                       PICK TEAM
```

Check out the squad to make sure everybody's up to the challenge of the next game

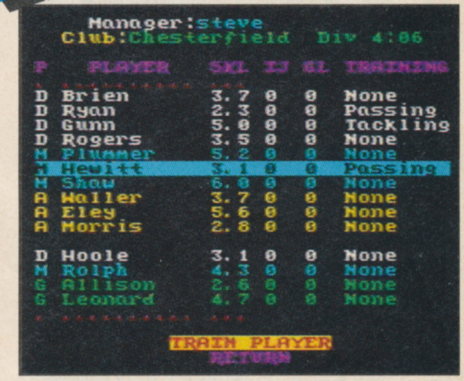


```
MULTI-PLAYER SOCCER MANAGER

   Manager:steve
Club:Chesterfield   Div 4:06

  1991   Week 1    LMTG:30
```

The main options screen – and the only visually interesting screen in the entire game

So there you have it. An eight-year-old game style, with eight-year-old gameplay. No graphics, no sound, no instructions(!) and there's even the odd bug or two and even a total bomb-out at the start of my second season. I have a sneaking suspicion that die-hard soccer management freaks will still get a kick out of this. Me? I took a whole month's takings and immediately retired to Rio.

STEVE



```
   Manager:steve
  Club:Chesterfield   Div 4:06

P   PLAYER        SKL  IJ  GL  TRAINING

D  Brien          3.7  0   0   None
D  Ryan           2.3  0   0   Passing
D  Gunn           5.0  0   0   Tackling
D  Rogers         3.5  0   0   None
M  Plummer        5.2  0   0   None
M  Hewitt         3.1  0   0   Passing
M  Shaw           6.0  0   0   None
A  Waller         3.7  0   0   None
A  Eley           5.6  0   0   None
A  Morris         2.8  0   0   None

D  Hoole          3.1  0   0   None
M  Rolph          4.3  0   0   None
G  Allison        2.6  0   0   None
G  Leonard        4.7  0   0   None

            TRAIN PLAYER
               RETURN
```

If you're going to stick with it, your lads better be at their fittest level ever

Game	**M-PSM**
Publisher	**D&H Games**
Cassette	**£9.99**
Disk	**N/A**

POWER RATING

THE DOWNERS...

- Despite its apparent complexity, gameplay revolves around only three or four main options
- No sound. None. Not a sausage
- Little room for financial experimentation – overspend and you're immediately sacked
- Very little to keep you going, except the thrill of being promoted or winning a cup
- Lack of animated graphics is a real downer. It's text, text and more text
- Occasional, but unforgivable bugs

100

40%

0

- **Tidy option icons, and neat screen fade used throughout**
- **Save game helps to keep your career prospects alive**
- **Playing with like-minded friends ups the playability level – slightly**

...AND THE UPPERS

HOW TO MAKE GAMES (AND INFLUENCE PEOPLE)

Do you have an original game idea burning a hole in your brain? Do you always look at your latest purchase thinking, 'Dammit, I could do better!'? Well, don't just sit there – do something about it!* Martin Walker *offers his own hard-earned advice to CF readers...

I've been in this industry for nine years and in that time one question is asked over and over again: why do so few of the games seen in shops look truly original. After all, with so many programs being released all the time, surely there must be lots of people with fresh ideas? By the same token, I've lost count of the number of times that people have told me they have a novel idea for a unique computer game. Sadly, I usually never hear of these games again.

So what happens? Why do so many game clones end up in the shops? In this issue of *Commodore Format* and the next, I'm going to try to give you a glimpse into the development of an original game – from the storyboard, the demo, publishers, their management of your game, playtesting and debugging, not to mention the part that luck plays.

IT'S FROM MARS

Novel ideas can arrive at any time of day or night, and in many forms: my original games have always begun with a fairly simple concept that has become more complex as the project developed. *Hunter's Moon* was essentially a combination between a shoot 'em up and a computerised Spirograph: in essence the computer was fed designs which then 'grew' the backgrounds to each level. *Citadel* was another hybrid of ideas; this time between a shoot 'em up and a board game.

Vivid Image's *Time Machine* is cleverly constructed around the paradoxes of time travel, and from a single idea about how a time traveller might influence evolution (courtesy of Hugh Riley's wife), the theme slowly grew into a fully fledged computer game.

> **Novel ideas can arrive at any time of day or night, and in many forms**

Another approach is to start with a storyline featuring specific characters or situations. Yet it often seems as though the storyline was added by the programmer as an afterthought (or, in some cases, by somebody else altogether!).

SQUARE ONE

If you have an idea which seems very original, then look at it closely. Someone may have done something similar before. If so, your game will have to promise to be at least as good to stand much chance of success. Anyway, you have to ask yourself this pragmatic question: will the game even work on computer? You may have to rethink a program under development that feels slow to play or abandon the idea altogether until a faster computer comes along. (This has been known to happen occasionally!)

But, having got an idea, how do you proceed? Well, some programmers leap straight into coding and try out their idea in principle.

But if you're not a programmer or favour a more structured approach, then there's another route – the storyboard. A storyboard essentially provides a detailed description of the game. Indeed, it may be possible to sell a good storyboard to a reputable company without any programming experience at all! Having said that, a lot of work goes into a good storyboard.

From visualising the initial concept of the game and its features, a storyboard explains fundamental details. It describes how every level is completed, how opponents will be beaten, what strategies players will have to learn to employ, and so on. Much of a storyboard is made up of rough sketches of screen layout, heavily but clearly annotated. The storyboard is also the place to explain the concepts and characters in your game.

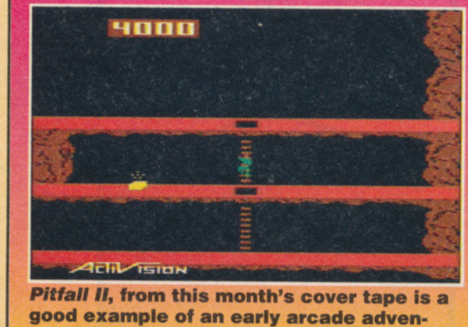
Your enthusiasm for your idea will doubtless come across to everyone you talk to about it. But if you're trying to convince somebody that they should produce your game commercially, bear in mind the questions they will want answered: why is your idea new, and why will people want to buy it? I've seen storyboards that run to 30 or 40 typed A4 sheets. This is the sort of depth that is needed to sell an idea alone. Writing a quick letter to a software house with your 'good idea for a game' won't get any results at all.

PERILS

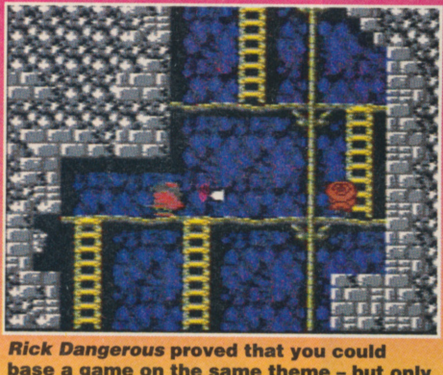
The big peril original ideas face is that unless they are thought through very carefully, other people may remain unconvinced that your idea will work in practice. For this reason you should time carefully the point at which you approach a software house. If your idea is strong enough to stand on its own merits then a good storyboard will be sufficient to sell it, especially if you have a track record of programming other games. Alternatively, you

Let's see that again

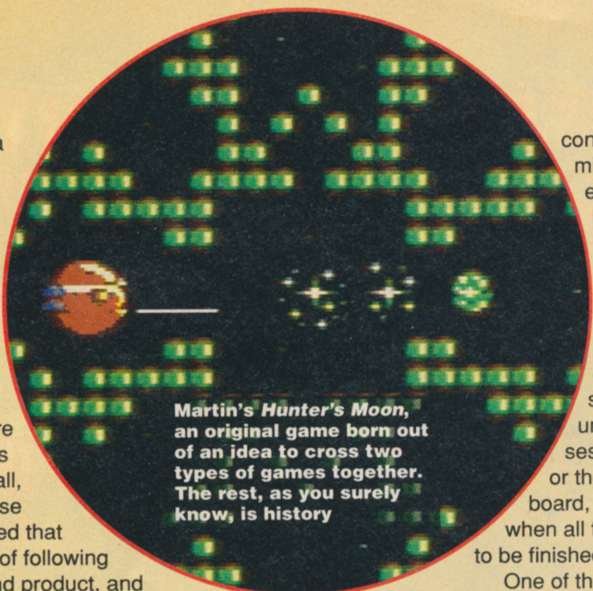
There ain't nobody who'd say that *Rick Dangerous* (for example) plagiarised *Pitfall II* but the plain fact of the matter is that many games are at least superficially similar. The more similar your game is to another, the harder it will be for you to convince a software house it's worth releasing – unless yours marks a great improvement.



***Pitfall II*, from this month's cover tape is a good example of an early arcade adventure game with an exploration theme**



***Rick Dangerous* proved that you could base a game on the same theme – but only if you could make it better in the process**


Martin's *Hunter's Moon*, an original game born out of an idea to cross two types of games together. The rest, as you surely know, is history

could approach a software house with a finished portion of the game.

You must expect to meet a potential publisher and be able to sell yourself – as well as your idea – before any commitments are made. After all, the software house must be convinced that you are capable of following through to the end product, and that you have a realistic approach to deadlines. The advantage of going to a software house as soon as you have something substantial to offer them is that getting an agreement from a publisher opens up the possibility of stage payments to help you through the development process. And if the company you go to assigns you a good software producer, you can get help when you run into problems. It's a software producer's job to oversee the project, ensure its smooth progress and that it meets deadlines at each stage of development.

Another option is to wait until the game is virtually finished before selling it. This is a much bigger gamble: you have to finance yourself through most of the development and if in the end nobody is interested you waste an awful lot of time and money. But if you're confident of your abilities then there's an awful lot of clout in being able to demonstrate every aspect of a complete, neat and polished creation.

> **Writing a quick letter to a software house with your 'good idea for a game' won't get any results at all**

Creative coders may want to develop the idea as they go along. This method has its own share of problems, not least the possibility of wasting time. After all, travelling down an untrodden road can be a dangerous journey, and with an original game idea, you can expect a few dead ends and diversions.

You ought to set out a 'battle plan'. A software house will need to set a release date for marketing and advertising purposes, and your progress must be scheduled and charted en route. Even if you're going it alone, you must monitor your progress. It's easy to lose sight of your target when you get bogged down with debugging routines and graphic tweaks, so you have to plan. Eventually, your work may be complemented by that of a graphic artist and a musician, whose specialities should enhance the end product. You have to know well before time what you're going to need from them.

THE GRAFT

Break the program down into chunks you can manage: complete a single level of the game at a time. The routines that take you between levels, the title sequence, music, sound effects and so on, are almost self-contained programming tasks. Try to estimate how long each one will take. Original games often take longer to write than clones of other games, simply because unless you possess a crystal ball or the perfect storyboard, you don't know when all the work is going to be finished!

One of the big problems is losing sight of your goal. It's tempting to keep adding features to a game. They seem good at the time but may unnecessarily complicate the play or distract from the main concept. But don't be afraid to exaggerate those features you do decide to include: obvious features are better than subtle ones that aren't noticed at all. Again, the storyboard can help: if the ideas can be tied in to the fictional storyline, so much the better.

Another side-effect of becoming immersed in the programming of your game is that you lose your objectivity (that means the more work you do, the less you are aware of its shortcomings). So the opinions of others are always useful. Playtesting can help to enhance a game in many ways. Often the software producer and colleagues will act as game testers, but friends can be roped in as well. Bear in mind that you're not looking for praise but criticism. Correct those mistakes now and you'll get the praise you deserve in due course. But it's always more difficult to see criticism constructively, even though it may give you some valuable insights into your game.

Don't curse if your testers are not superb players. More typical levels of joystick skills show up the little things that stump the average player and make the game frustrating. Always try if possible to watch people playing the game, ideally before you show off all your short cuts and special tricks. This way you'll see how a reviewer might react. Well written instructions help enormously, so note any features your testers find difficult to grasp. It's easy to become an expert at your own game, and so it's possible to fall into the trap of making the first level too hard for beginners.

Don't be disheartened if the going gets rough now and then; if your players don't leap for joy over your favourite new routine (or even notice it). They are, after all, trying to take in everything at once. They're far more likely to be concentrating on the 'enemy' to notice how smoothly the scroll moves. Conversely, people always spot faults more easily than features. In the perfectly programmed game nothing would distract the player from a smooth interaction with the game world.

Tune in next month for part 2!

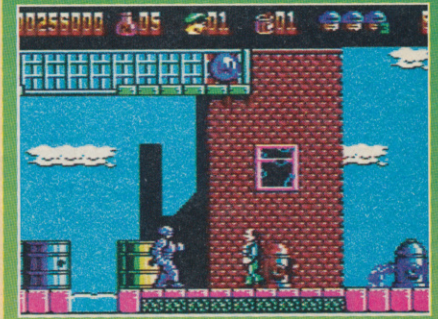
Going for the (big) one

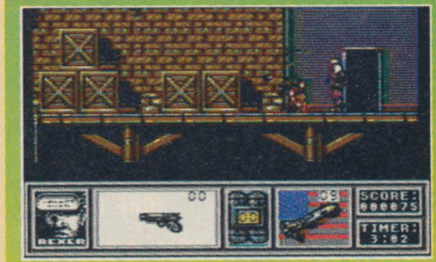
Software houses are interested in projects that can be marketed for several computers at once. Gone are the days when a single format game could top the charts (well, with one or two exceptions): now the only effective way to do it is to sell across 5 or 6 machines.

If your idea involves stretching a certain machine to its limits then it will probably be difficult to successfully transfer. The C64 and the Amiga are good at scrolling and sprites, for example, but very few other machines are. Amazing ST or Amiga mega-games can turn into nightmarishly slow multiloads on the 64. Consider how problems like this might affect your game before talking to a publisher.

Tying in your original game with the use of a licensed character isn't an idea to dismiss quickly – if the game is good you get the added advantage of immediate customer recognition, and this overcomes the biggest hurdle for any new game. It does normally mean a longer wait before the game finally gets published though. And the bigger the licence, the longer the wait. But licences can sometimes be bought in advance, and if a character suits your plot and is available then go for it!

...And if you do think that a licence is what your game needs, check out *Commodore Format* 4 for a Goes To The Movies special which looks at the trials and tribulations of getting a movie licence in particular (and which relates some nightmarish stories of its own).


When you get good gameplay *and* a big-name tie-in, you can end up with chart-topping products like *Robocop* 1 and 2



However, getting the process right can be a nightmare anyway, as Ocean found with *Navy SEALS*. The timing of the film release was the problem

BACK ISSUES

FINITE SUPPLY SHOCK!

Since special *CF* sniffers located some back issues which were once believed to be extinct, the number of orders has exhausted our supplies of *CF* 1,2,3,4, 6 and 7. So remember, back issue stocks don't last forever. All you have to do to get one of the remaining copies is fill in the form (or a photocopy of it) with your name and address and pop it in an envelope. Don't forget some dosh (like a cheque or postal order) for £2.20 per issue. If you're ordering outside mainland UK, each magazine costs £3.45 'cos of the expensive mail costs.

CF5 – DICK TRACY

One of the worst games of all time! *Rick D 2* and *Monty Python* mapped. Full games: *Sun Star* and *Shockway Rider*. Demos: *Viz* and *Warlock*

CF8 – PREDATOR EXCLUSIVE

First *Predator* and *Viz* reviews. Full games: *Mean Streak* and *Top Duck*. Demos: *Predator* and *Elvira*

CF9 – FANTASY SPECIAL

Five roleplaying games PowerTested: *Hero Quest*, *Ultima VI*, *Death Knights of Krynn*, *Gauntlet 3* and *Wrath of the Demon*. On tape: *Zamzara*, *Bulldog* and demos of *Hero Quest* and *Fire Power*. Also *Turrican* map part 1.

CF10 – EXILE EXCLUSIVE

Massive *Exile* demo, poster and exclusive review. Also on the tape: *F1 GP Circuits* demo and complete versions of *Park Patrol* and *Anarchy*. Inside: the definitive guide to flight simulators, nine pages of tips including *Turrican* map part 2. *RBI2* and *Switch Blade* PowerTested!

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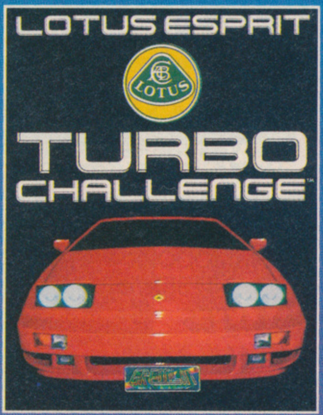

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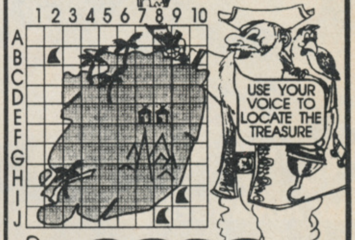
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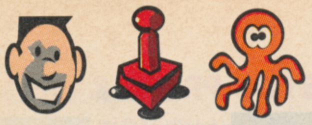
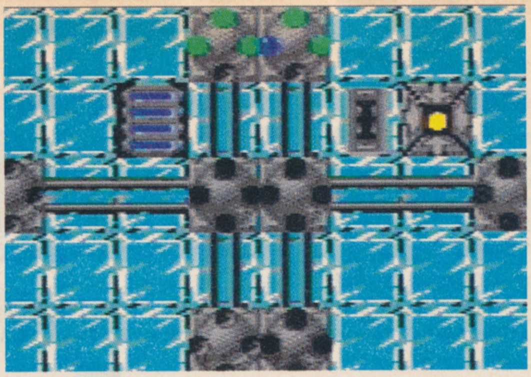


LOGICAL

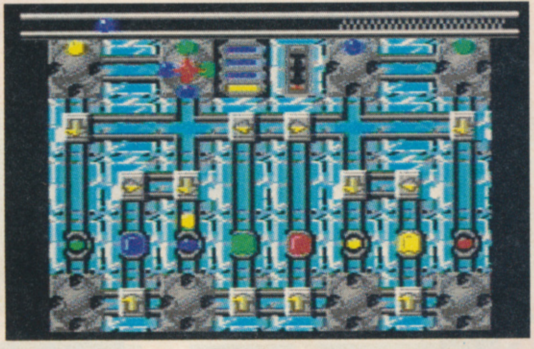
The dictionary definition of Logic is this: the science and art of reasoning correctly. And did you also know that the word pizzle means: animals' naughty parts, especially pertaining to the bull. What's more... *(Andy, have you ever heard of the word 'mydocmartenboot'. It means extreme pain, especially pertaining to your head – Ed).*



It looks simple enough but don't forget the time limit

Anyway back to logic. It's no mere coincidence that this game is called *Logical* as it requires a huge amount of correct reasoning. As I describe the gameplay to you, look carefully at the screen shots or else you won't know what on earth I'm on about.

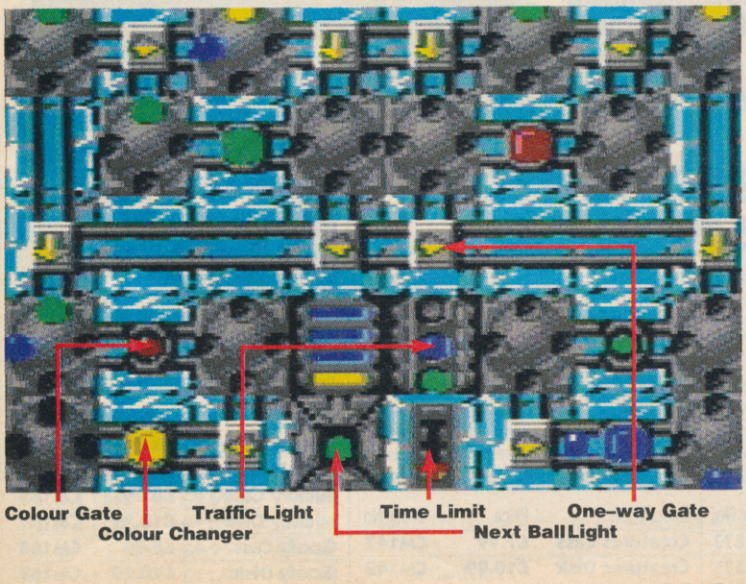
On the screen sit a number of discs, each with four holes in them. You can rotate any one of these discs 90 degrees by placing the cursor over it and pressing fire. Between some of the discs run tracks and across the top of the screen sits a bar along which coloured balls travel. When a ball reaches a vacant disc hole it drops into it. Line up two disc holes and you can make the balls travel from one disc to an empty space in another. You can only transfer balls between them if there are tracks. Basically all you have to do is fill each of the discs with four balls of the same colour. At this point the disc explodes then reappears. The disc can now be used as normal but has been 'neutralised': that is, you don't have to fill it with another four coloured balls. To finish the level you have to neutralise all discs.



The levels get rather busy as you get deeper down

It sounds tedious doesn't it? Well at first it is. But you see, as you get further through the levels the disc/track patterns become more and more convoluted. And what's more other little puzzles come into play. Somtimes there is a set of traffic lights present. These lights are made up of three colours which match the colours of the balls. In each case you have to neutralise discs in the colour order of the traffic lights. Once you've done this, you can continue neutralising discs with any colour you like. The trouble is you often experience a massive build up of useless balls before you get the colour you require. Frustrating or what?

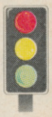
As more and more game elements are introduced the pace becomes frantic



Then there are the gates. Coloured circles that break up the tracks. If a ball isn't the same colour as the gate, it won't be able to pass through it. Next comes the winner of most functional name prize the 'colour changers'. Again these sit neatly on the tracks and change the colour of any ball that happens to pass through them. Later levels contain one way gates that let balls through but won't let them back. The most spectacular device (and it isn't all that spectacular really) is the teleporter. Teleporters work in pairs, sending balls between them across areas unconnected by tracks (and when there's more than one pair of teleporters, there's no way of telling where a ball is going to materialise before it's too late). Just the business...

The graphics in the game have the same feel as the mechanical nature of play. The screen looks like one big lock set in metal and stone with the balls acting like tumblers. Each game element is easily distinguishable and movement is smooth. The sound effects and music don't stand out for good or bad but what of the gameplay itself?

The first five or six levels leave you thinking that this is probably an ultimately repetitive and tedious game. Stick with it. As more game elements are introduced the pace becomesvery addictive. One minute you can vow never to play the game again. Moments later you'll be skulking back to the 64 for another go. Some levels do become bogged down in their complexity, and are tedious to finish. But fortunately there's a password system so you need only ever complete a level once. By the time you hit the twelfth level mark, nothing in the world matters more. Is that *Logical*?



ANDY

Game	**Logical**
Publisher	**Electronic Arts**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Tedious to begin with and the same goes for a few later levels
- Finnicky control to get to grips with
- The graphics look as though they're set in stone (ie they never change)
- The sound effects could have been more atmospheric

100

69%

- The graphics are well defined and presented
- The simple animation is solid and convincing
- Your interest in the game remains on the increase as new elements are introduced
- Passwords enable you to skip to the level you want
- Traps unwary players with dead ends
- Deep enough to drown in

...AND THE UPPERS

0

SUPREMACY

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RBI 2 BASEBALL Domark

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CREATURES Thalamus

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11

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EXILE Audiogenic

5

Stonk city! Our reviewer went ga–ga about this one. Not least because of the realism created by the inertia of your character, and the high level of interaction with the creatures in the game.

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CHALLENGERS Ubi Soft

7

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Our reviewers are becoming quite proficient when it comes to writing things off. So, when Idea's new release arrived from Italy we had no trouble talking one of our resident joystick jockeys into risking life and limb for a few laps. Afterwards we asked him straight. 'Is it a winner?'

F1 GP CIRC

Try to imagine a Formula 1 racing simulation that is so realistic it'll make you sweat... done that? Right let's get back to reality and talk about *F1 GP Circuits* instead.

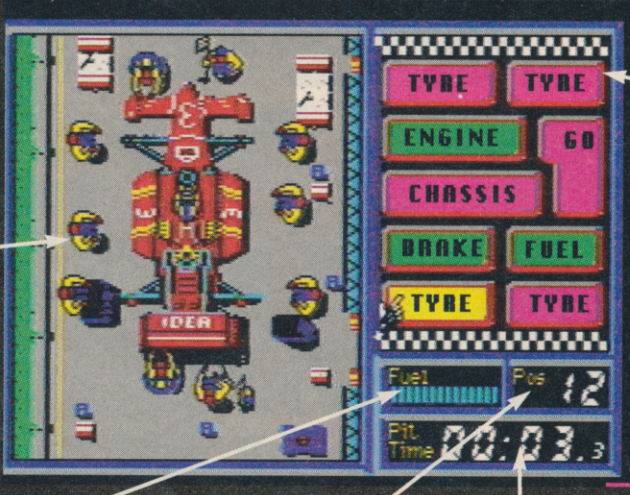
The programmers must have decided that flash 3D track routines are more trouble than they're worth and have opted instead for an overhead view of the proceedings. There are nine tracks to race on and, if at the end of your final race you have accrued more points than the other 19 drivers, the championship is yours. If you make a few mistakes and drop below 20th place you get no second chance... it's game over.

There's a choice of four cars by teams; Ferreri, McLoren, William and Leyhouse (*those sound awfully familiar – Ed*). The different cars have unique strengths and weaknesses; the Ferreri has a good engine, the McLoren has the best chassis.

The option screen enables you to select the difficulty of the forthcoming championship. It's harder to qualify in a car with a good chassis but average engine, like the McLoren, than in the tear-away Ferreri.

It doesn't matter how porky your car is, it can't win anything without a driver and that's exactly what you have to do next. You have eight to choose from, each with realistic racing driver names – like N Mansell. If you don't like the name there's an option for changing it. To be quite honest I don't know if your choice affects the game in any way whatsoever. I suspect that any effect it may have is negligible.

Pit 'n' miss



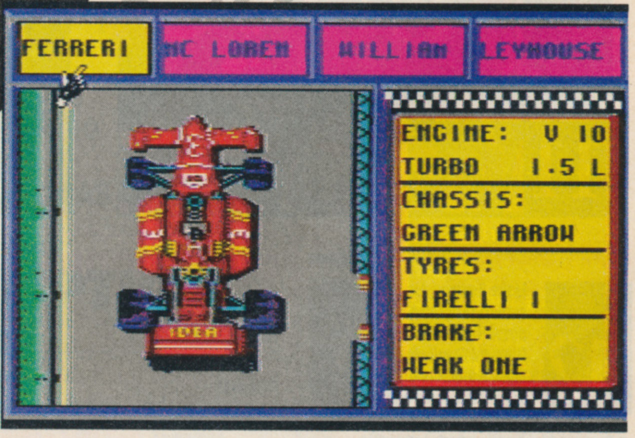
This is where all the action takes place. When you've chosen the components to be repaired, the mechanics get to work around your vehicle. They're quick, but when there's a race to win, seconds can seem like hours

These are the car component icons. Click on those that are damaged. When they turn green (signalling complete repair) click on them again, then click GO to exit the pits

This is the fuel bar and tells you how your refuelling session is progressing

...as does this. The pit timer shows exactly how long you've been here

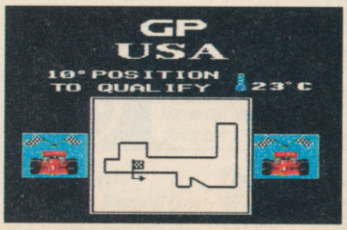
This shows your race position. It goes up and up as you waste more time in the pits...



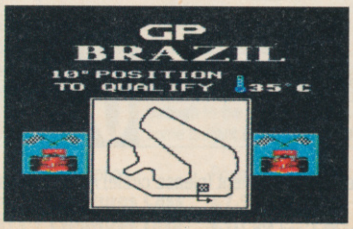
ENGINE: V 10
TURBO 1.5 L
CHASSIS:
GREEN ARROW
TYRES:
FIRELLI I
BRAKE:
WEAK ONE

Choose your car. There are four in all, each with a strangely familiar name. Each one also has it's own strong features. The Ferreri for instance has an very good engine. Choose the McLoren, and your chassis is guaranteed trouble free

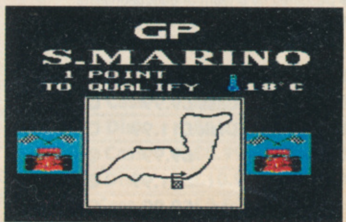
Gosh, here are seven of the nine racing venues in the game. As long as you keep winning races (or at least finish above sixth place), you'll be awarded points. If you have enough points for the next track you can continue. For example, if you don't have six points by Mexico, you're out



GP USA
10° POSITION TO QUALIFY 23°C

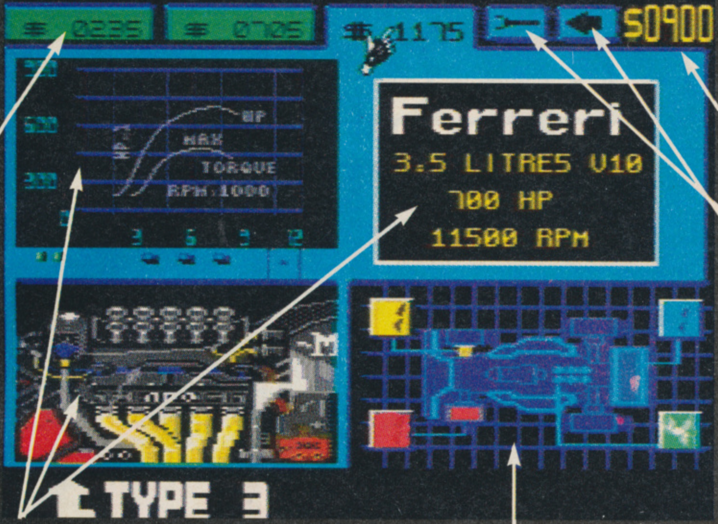


GP BRAZIL
10° POSITION TO QUALIFY 35°C



GP S.MARINO
1 POINT TO QUALIFY 18°C

Torque–ing shop



Click on the top three bars to bring up info' on the other mechanical treats on offer

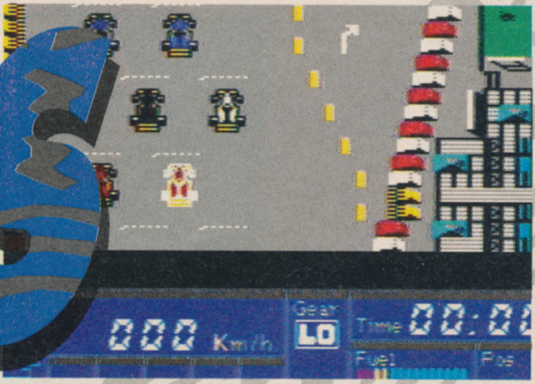
This shows how much, or more often than not, how little cash you have to spend

The wrench icon allows you to install the currently selected component in your car. The left arrow lets you exit the shop and get back to racing

The two top panels and the bottom left one show the component on sale and give an indication of its performance

This panel shows which delights are already installed on your vehicle

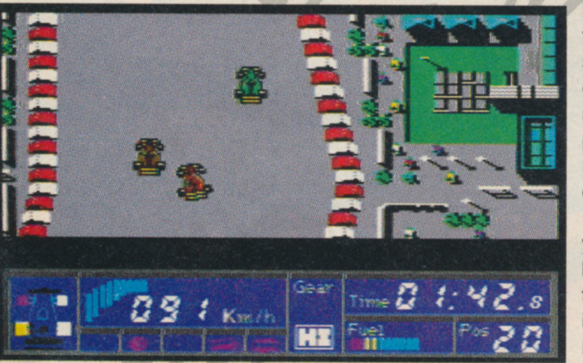
UITS



Ready to race: our reviewer's car is highlighted and, due to a poor qualifying lap, sits last on the grid

Racing isn't the nightmare of on-the-spot navigation it once was. Because of the overhead view, the tracks don't contain real bends. Instead they deviate left and right across the screen. In this respect, none of the tracks pose any threat to your qualifying lap. Taking part in a real race is a different story. Rival drivers often box your car in, albeit unintentionally, and you find yourself suddenly buffeted against the crash barriers. Fortunately, you can avoid this by watching the icons at the top of the screen. These tell you when your car is approaching a left or right turn, a narrowing of the track or the pits. Other icons tell you which bits of the car need urgent repairs.

On shorter circuits careful drivers can complete the race without making a pit stop. But more often than not you need to refuel and make repairs. Pit stops are fun. Pull into the pits, click on the panels bearing the names of your car's various components and wait. When the repairs have been completed, click on Go and you're off again.



In this example your car is not at all well. The diagram (bottom left) shows damage to most of the components. Those coloured black need repair urgently

With luck and a following wind you'll win a few races. And what better use for the prize money than to kit out your car with stonking components from the local Formula 1 emporium. You can buy good old engines, tyres, a new chassis, suspension units, chewy caramac bars...

There are a few criticisms that must be levelled at *F1 GP Circuits*. The first is the way in which your car slides left and right across the track. It would have been better if you could have seen the car spin or something, trying to negotiate a turn (if there had been any). Also, more than two gears would have given it that extra feel of realism. And what's more, the disk version – while not too annoying – did an awful lot of disk accessing, so tape users should prepare themselves for a trying multiload.

But onto more cheerful matters. This game is pretty good fun to play, given it's a return to the days when all racing game were viewed overhead. The presentation is excellent, as you should be able to see from our screenshots. It bristles with informative icons and slick graphics in both the pit stop and shop sections. As far as in-game graphics go, they too are beautifully drawn and smooth.

Basically, it's a great looking game with plenty of playability. But beneath the gloss it's a fairly basic race that will prove a little too easy to win.

ANDY

Game	**F1GP Circuits**
Publisher	**Idea**
Cassette	**£11.99**
Disk	**£15.99**

POWER RATING

THE DOWNERS...

- ■ There are no real bends on the tracks, they just deviate left and right
- ■ Multiload is even a bit tiresome on disk. So watch out, tape users
- ■ May prove to be a little easy. Not much lastability here, folks

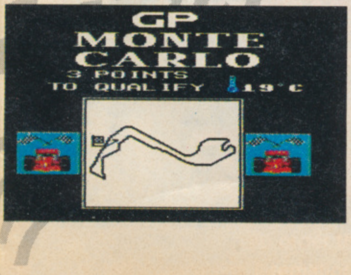
100

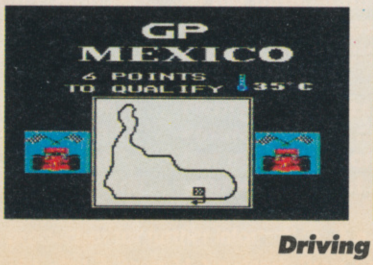
68%

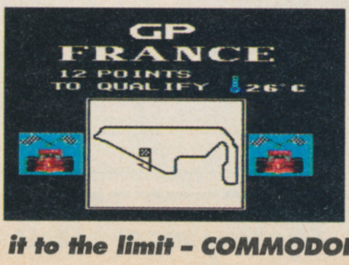
- **■ The presentation is very slick, the in-between screens are clear and colourful**
- **■ Pit stops are icon driven and business–like, leaving you to get on with the action**
- **■ Being able to tart up your car at the shop is useful**
- **■ The sprites are very detailed and the track scrolls smoothly**
- **■ Music and sound effects are a treat, the engine noise is especially effective**

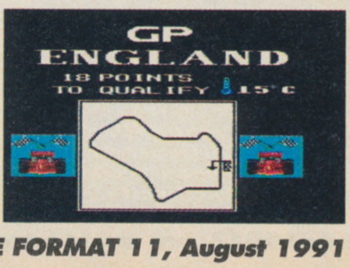
...AND THE UPPERS

0


GP
MONTE
CARLO
3 POINTS
TO QUALIFY 19°C


GP
MEXICO
6 POINTS
TO QUALIFY 35°C


GP
FRANCE
12 POINTS
TO QUALIFY 26°C


GP
ENGLAND
18 POINTS
TO QUALIFY 15°C

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Back To Basic has had a month off but don't worry. Phil South's series on BASIC programming for beginners returns with style in *Commodore Format* 12.

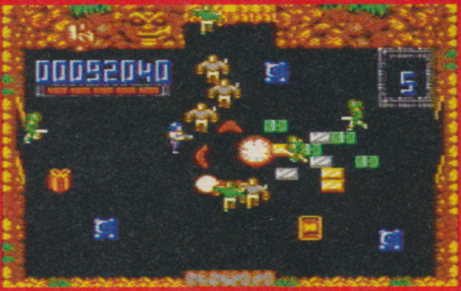
NEXT MONTH

COMING SOON
COMMODORE FORMAT 12

We're not going to do an issue next month. Sorry, but we've just about had enough. We did have one planned and everything, but who cares what's in it? You wouldn't want to know that the cover tape was going to be an absolute stormer. For instance we planned to include a brilliant *Speedball 2* demo to go with the exclusive review. We also have playable demos of *Rodland* and *PP Hammer And His Pneumatic Weapon*, but then if there's no mag, there's no tape, is there?

It's a shame, 'cos PowerTest candidates already include Mirrorsoft's *Speedball 2, Hydra* and *Thunderjaws* from Domark, *The Ball Game* from Electronic Zoo, *Over The Net* from Linel, *Manchester United* from Krisalis and maybe, just maybe, DMS' *Escape From Colditz* might have been in, too.

As always, we'd be sure to bring you the choicest previews around like an exclusive on *The Neverending Story 2* from Linel (them again?) and Ocean's *Smash TV*. All that plus the latest news and all our regular features. But like we said, there's not going to be one. (*The hell there isn't! See you next month – Ed.*)



An early version of Ocean's *Smash TV*, courtesy of Probe Software. It's a sort of multi-room *Robotron* with end-of-level guardians and prizes an' stuff. There's loads of action and from what we've seen, it's a pretty damn fine conversion

Cor, what a treat we've got for you next issue! A fully playable demo of the stonkworthy *Speedball 2*. You get to play a couple of games against the computer, and if that doesn't get you drooling at the mouth, you're either stupid or dead

HEROQUEST WINNERS

Blimey, what a popular competition this turned out to be. We asked you to suss out a Masterson-manufactured fantasy map, in which four heroes – wizard, elf, dwarf and barbarian – had to escape the dungeons by nightfall. Of course, nearly everyone got it right (except Steve and Andy who didn't have a clue), and it was, of course, the elf.

The five first prize winners are: Andrew Jarvis, Billericay; Martyn Cook, Brighton; Steven King, Kendal; John Bailey, Helensburgh; and Gus Parker, Wolverhampton.

And the five runners-up sound like this: Paul Catharine, Hassocks; Elliott J McCabe, Darlington; Calum Owens, Cumnock; Christopher McDermott, Yoker; Michael Roberts, Bexley Heath. Congrats everybody!

MAKE SURE OF YOUR *COMMODORE FORMAT* EVERY MONTH!

Please Mister (or Missus) newsagent, please reserve my copy of *Commodore Format* each month, starting with the September issue, on sale from Thursday 15th August. Thank you.

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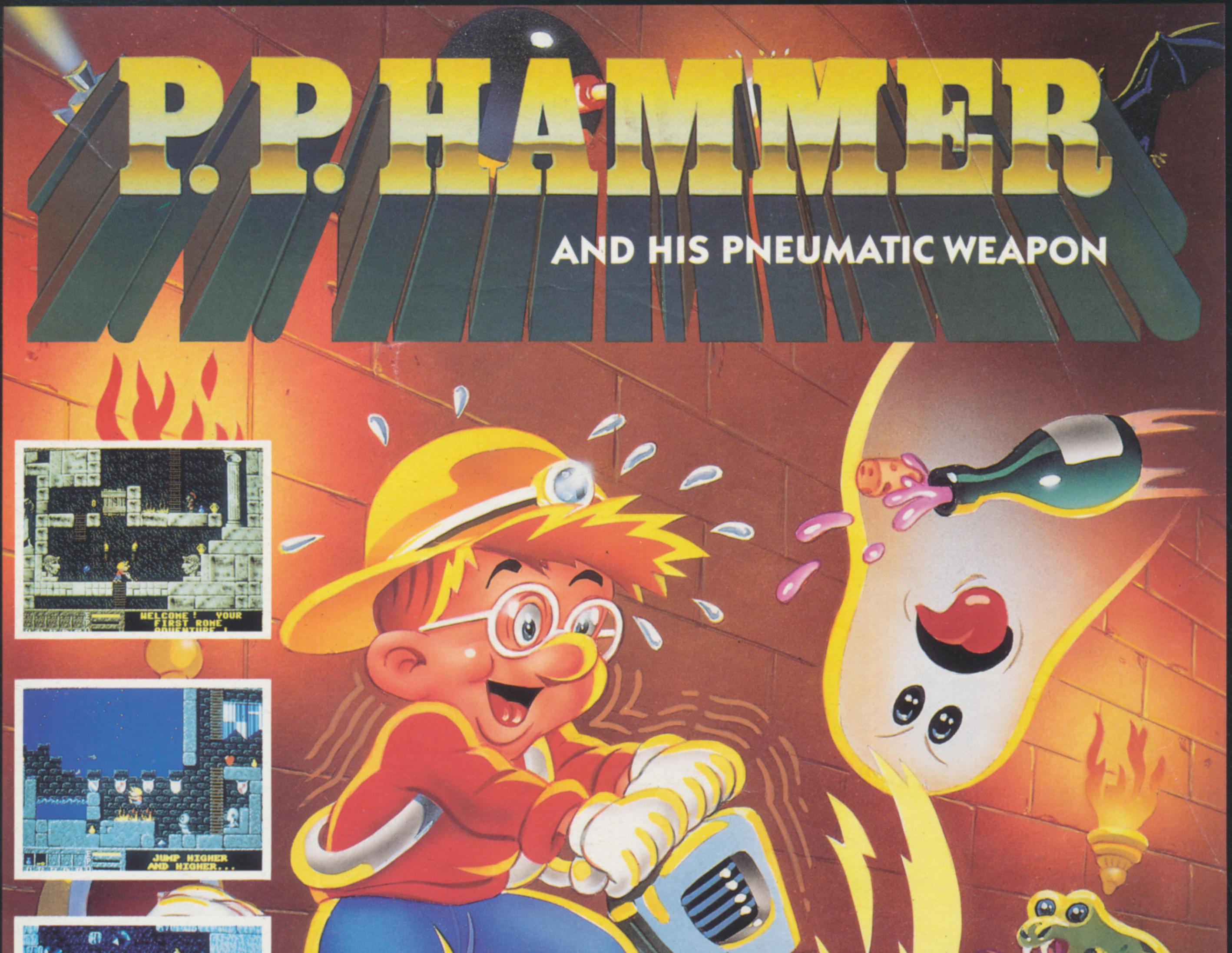
July 1991? That would have been COMMODORE FORMAT 10 then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Screenshots from Amiga version.
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